
OWASIPPE LEADERS' MANUAL

2012

CAMP BLACKHAWK



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Contact Information

Chicago Area Council

The Chicago Area Council Camping Department is located at the Chicago Area Council Office, and can handle any questions concerning reservations and payments.

C.A.C. Camping Department
1218 West Adams
Chicago, IL 60607

Or, you may contact the Director of Camping, Chris Townsend by phone or e-mail at:

C.A.C. Camping Dept. Phone 312-421-8800 ext.227
C.A.C. Camping Dept. Fax 312-421-4725
E-mail Christian.Townsend@Scouting.org

Visit the Chicago Area Council online at:
www.chicagobsa.org

Owasippe

All Scouts like to receive mail while at Owasippe! Please inform your Scouts and their parents of your Troop's summer address:

Your Scout's Name, Troop Number
Name of Section Camp (e.g., Blackhawk, Wolverine, Carlen, and Reneker)
Site Number
Owasippe Scout Reservation
9900 Russell Road
Twin Lake, MI 49457

In the event of an emergency during the camping season, you may call or fax information to the following numbers. Please be prepared to give the Name, Troop Number, and Section Camp of the person you are trying to contact.

Owasippe Phone 231-894-4061
Owasippe Fax line 231-893-6531

**Remember, Owasippe time is one hour LATER than Chicago time.

Letter from the Reservation Director

February, 2012

Dear Owasippe Camper,

Welcome to the next century of Owasippe Scout Reservation! Owasippe has been providing quality program for over a century, and we look to continue that great tradition for at least the next 100 years.

Whether you are new to Owasippe with younger Scouts, or a well-established troop, Owasippe has a program that will fit your wants and needs. From our Pathfinder program for first year Scouts, to our High Adventure programs, Owasippe has something for everyone.

As a unit leader, the responsibility of guiding the Scout, either first year or experienced, through the complexities of summer camp, is yours. Camp planning can be a confusing process; therefore we offer this manual to help you. The manual itself has been entirely rewritten from previous years and is organized to make it as user-friendly as possible. The appendix section has all the added materials you need and is designed to be easily removed for copying. In addition, everything you will need to know for camp is included in this one manual, which is specific to your section camp.

As this is the first year of the next century of Owasippe, we have added a number of new and exciting program changes. First, we have reorganized our schedule, and are now offering a comprehensive block-scheduling model for our programs. This will help Scouts better utilize the time they spend at camp, including improved instructional time and more time for troop- or camp-wide activities. Also, after several years of constructive feedback, we have decided to convert to an online registration program for merit badges and outposts. The program section of this manual is designed to help you plan out your camp program with your Scouts, and includes schedules, worksheets, and a detailed description of each program offered at camp.

Due to all the major changes to this manual and our program in general, I encourage every adult leader to carefully read the manual. I hope you will find that many questions about camp policies, procedures, and program are clearly answered, but if not, my staff and I are on hand to help you navigate the new changes.

On behalf of the Chicago Area Council and the camp staff, I want to thank you for choosing Owasippe Scout Reservation as your summer camp. We are committed to giving each and every Scout and Leader a mountain-top Scouting experience.

Yours in Scouting,

Christian J. Townsend

Christian J. Townsend
Reservation Director
Owasippe Scout Reservation

Letter from the Blackhawk Camp Director

February, 2012

Dear Prospective Blackhawk Leader,

Welcome to “All the Wealth” that is Camp Blackhawk Go! My name is Alex Lohse and I am proud to be your Blackhawk Camp Director. The 2012 camping season will be my sixth summer working at Owasippe. I have previously served as the Blackhawk Aquatics Director and most recently as the Assistant Director. I am anxious and thrilled to announce the possibilities for your unit as you plan your trip to Blackhawk this summer.

The Blackhawk staff and I have always taken our commitment to being “on the level” very seriously and will continue to provide only the highest level of customer service and support to your unit’s program. As you continue to read this manual, you will see that the Blackhawk leadership team and I have developed some of the best programs that a summer camp can offer.

Blackhawk, for the first time ever, will showcase a block scheduling format, designed to maximize merit badge instruction time and to provide quality program transition times. We will also offer night programs that will supplement our merit badge program as a way for your Scouts to enjoy each of our program areas outside of merit badge class.

My goal for this summer is to provide a program that emphasizes the aims and methods of Scouting, delivered by a staff that epitomizes the mission statement of the Boy Scouts of America.

I can’t wait for your unit to join our “great gang” that camps at Blackhawk. As we embark on another 100 years of camping, I thank you for considering Owasippe and thank you for all that you do as adult volunteers, your example and presence in the lives of the youth, is irreplaceable.

Yours in Scouting Always,

Alex Lohse

Alex Lohse
Blackhawk Camp Director

The Remarkable Vigil of Chief Owasippe

There are many legends regarding the lands, rivers and lakes of this area, but none more interesting than the legend surrounding the man whose name we have adopted for our camp.

Owasippe was the great chief of the Potawatomie Indians who occupied this land in the early part of the 19th century. Legend compares his great wisdom with that of Solomon's. The village over which the chief presided was on the flat at the foot of a hill near the Bishe-Gain-Dang (beautiful river in the Potawatomie language). The French trappers of the time knew the river as River Blanc. Today, we call it the White River.

The Bishe-Gain-Dang furnished the tribe with fresh water and a safe landing for their canoes. Both fishing and hunting were good and the wooded hills that surrounded them kept out the cold winter winds. They were also comparatively safe from attacks by hostile bands in the area.

Owasippe married late in life and when he became the father of two sons, he was overjoyed. As his sons grew, he taught them to find their way through the forest with the stars and the sun to guide them. He taught them to recognize the animals and the birds, the useful trees and plants, so that they might enjoy the full abundance around them.

Finally, the boys reached the age when they must prove their ability to become braves in the tribe. To earn this right, they had to undertake a great journey. They were required to spend several moons living in strange countries, surviving on what food they could find. If they could pass these tests with honor and courage, the tribe would officially recognize them as braves.

The boys loaded their canoes and set out. They followed the White River into White Lake and into the dangerous waters of Lake Michigan. They followed the shoreline south for many days and then turned north again until they came to a place called "Cheekahgaw," which means "place of wild onions." Today, we know that place as Chicago. To gain protection from hostile bands, the white men had built Fort Dearborn at the mouth of the river.

The sons of Owasippe stopped by Fort Dearborn and expressed friendly greeting in the name of their father. Here at Fort Dearborn, they remained for many days, making friends and trading with the settlers. Eventually, they knew it was time for them to return. Once again they set out on the perilous journey back to their beautiful valley.

When they failed to return after a reasonable length of time, Chief Owasippe became anxious. Every day, he would climb to the top of a high hill and sit for hours beneath a great pine tree, scanning the long marsh and watching for their reappearance on one of the many streams that wound through the tall grass. But they did not appear nor could he learn news of their whereabouts. They might have drowned in the treacherous river or met enemies who tortured and killed them. Whatever happened, the two boys were never seen again.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesman and closest advisors brought him food until finally he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people found him dead beneath the great pine. Owasippe's people buried him in a sitting position on the spot where he died and covered his grave with a huge mound, as was worthy of a chief of his status.

In the early 1890's, three boys were following a trail near the mouth of Silver Creek when they noticed something that resembled the end of a canoe protruding from the bank. Hurrying back to town, they notified the village Marshall, who returned with the boys bringing men and shovels.

They unearthed two dugouts, each containing the skeleton of a teenage Indian. They also found the metal parts of a flintlock rifle, bits of decayed blankets, a copper kettle and a silver ornament.

It was apparent from the evidence that these youth were the missing sons of Owasippe. The two boys had apparently pulled their canoes up along the high bank for the night, and the river, constantly cutting into the earth, had caused the bluff to cave in, burying them where they slept. The spot was less than a mile from where Owasippe had sat watching.

When the remains of Owasippe's sons were found, the great pine by which Owasippe sat was still standing. By 1911, when Scouts began camping on these grounds, only a rotten log remained. Now, even that has disappeared. The mounds have been settled beyond recognition and the incredible legend of Chief Owasippe would have been lost except for the marker placed near his grave by the Boy Scouts of the Chicago Area Council.

Many Indian names have sacred meanings, and efforts have been made to learn the correct meaning of the Chief's name, but the Potawatomie language, being strictly oral, makes the matter difficult. Experts believe the name to be derived from the word "Awassisibi," meaning "one who looks beyond the river."

The courage and nobility displayed by the sons of Owasippe on their journey speak to the Scout virtues of Friendliness and Bravery, and their knowledge of the wilderness and ability to survive by their skills echoes the training of today's modern Scout laws.

It is said that the spirits of Chief Owasippe and his two sons still walk the trails of the Reservation and join with the many Scouts who visit us each year. On quiet nights, when all is still, those Spirits have been known to answer when called.

The Owasippe Scout Camps

The Scout camps at Owasippe provide opportunities for Scouts and Leaders to match their outdoor skills and program needs with the section camp that best fulfills their purposes.

Camp Blackhawk

Situated on the shores of Big Blue Lake, camp Blackhawk offers opportunities for lake swimming and boating. Scouts eat in a spacious dining hall amid pine walls and under high-beamed ceilings. Scouts enjoy the fellowship of Scouting at each meal through songs, skits, and special programs.

Camp Wolverine

Beautiful Lake Wolverine is the setting for rugged Camp Wolverine. Troops eat “family-style” in their sites from unique hot packs, delivered three times daily. Scouts launch row boats and canoes from the Lake Wolverine docks and swim in an Olympic-sized pool.

High Adventure and Outposts

Owasippe provides a robust High Adventure and Outpost program for our campers. These programs are spread out across the reservation and include sailing and water sports, COPE and climbing, and horsemanship and astronomy. These programs really bring out the excitement of Owasippe Scout Reservation.

Carlen Webelos Camp

Carlen is found between Lake Wolverine and Sauger Lake just north of Camp Wolverine. As the home of Webelos resident camp, Carlen functions like a dining hall camp, as all meals are eaten under the “Big Top” – a giant circus tent! Among other amenities, Carlen has a swimming pool, easy access to great fishing, and a handicap-accessible campsite.

Reneker Family Camp

Since 1964, Camp Reneker has offered exceptional outdoor programs for Scouting families. Morning programs are offered for children ages 4-18, as well as Adult program, which give campers the opportunity to craft, swim, hike, and have fun at their own pace, led by Reneker’s friendly and energetic staff.

Reneker accommodations include one cabin per family with sleeping arrangements for 4-5 people. Many programs are included in attendance cost, and programs are offered morning, afternoon, and evening. Family campers are also invited to participate in Owasippe High Adventure activities.

Fee Schedule and Refund Policy

Summer Camp Fees

Chicago Area Council Scouts:	\$260
Scout from Other Councils:	\$275
Adult Leader Fees:	\$155

Reserve a Site for Summer Camp

\$100 Site Deposit is due at application. The deposit is non-refundable after December 15th; the deposit will be applied to the balance of your troop fees. Please note that a \$100 deposit is due per site and per week. Units staying in two sites for two weeks would owe a \$400 deposit.

February Payment

All units must submit a payment of \$30 for each youth and adult attending camp by February 28th.

May Payment

Final payment must be submitted by May 31st. This payment should include any camp cash certificates or campership credits.

Late Fees

Payments received after May 31st will incur a \$30 late fee per Scout. Late fees will be assessed at unit settlement at the end of the week. If you need an extension, you must call the camping department prior to May 31st. Late fees will NOT be waived after the fact. New Scouts pay regular fee.

New Scouts

Scouts who join the troop after January 1st of the year they attend camp are not subject to late fees.

Payment

Payments should be in the form of a check payable to Chicago Area Council. They can be mailed to the council office at 1218 West Adams St. Chicago IL, 60607.

Camperships

The Chicago Area Council is committed to providing opportunities for all Chicago Area Council Scouts to attend camp at Owasippe. Any youth interested in applying for a campership may do so. Please consult the campership letter and application in the appendix for more information.

Camperships will be awarded by a volunteer committee and the Troop Scoutmaster will be notified of any campership awards. It is important to note that the campership deadline is May 1st and the approval committee will do its best to turn around the applications in a timely manner. That said, late applications may not be reviewed in time to make the May payment deadline.

Waiting for campership results will not be accepted as a reason for late payment and a late fee will be charged. In these instances, send in payment less the amount of campership requests. After the camperships are awarded, you can pay any balance after the deadline.

Units are strongly encouraged to bring copies of the campership letters with to the troop settlement at the end of the week. For more information, consult the Arrival and Departure section of the manual.

Camp Cash

The popcorn sale is a great opportunity for Scouts to earn money to go to camp. One of the more popular incentive programs is Camp Cash. Camp cash certificates must be submitted along with the final payment at the end of May. We strongly suggest that you retain copies of these certificates and bring them along to troop settlement at the end of the week. See the Arrival and Departure section for more information on troop settlement.

Refunds

Deposits are non-refundable at anytime. Any Scout whose fees are paid who does not attend camp may receive a refund less \$50 administrative fee to cover cost incurred for the program. If a camper leaves camp for medical reasons after arriving, a pro-rated refund (less administrative expenses) based on days at camp can be requested in writing. All refund requests must be made before November 1st.

Pre-Camp Checklist

- ☐ February 1st: Submit Registration form and campsite deposit of \$100 per site/week (if attending multiple weeks), to Chicago Area Council, B.S.A., 1218 W. Adams, Chicago, IL 60607, Attention: Camping Department
- ☐ Late February: Attend Leader's Meeting (Information will be posted on Council Website, www.chicagobsa.org)
- ☐ February 28th: Scouts and Leader's deposits paid to Chicago Area Council Office.
- ☐ May 1st: Submit Scout's Campership forms to your Council.
- ☐ May 1st: Parents aware of all plans including camp address and the possibility of boys not being permitted to attend camp if they do not have a current health form at check-in.
- ☐ May 1st: Plan troop and Scout program for the week. Consult Program Section for more information.
- ☐ May 31st: Submit Final Payments to Council office.
- ☐ June 1st: Provide Scouts with personal equipment list.
- ☐ June 1st: BSA Annual Health & Medical Record form completed **for each Scout and adult** attending camp. Physicals must be signed by a physician. Retain a copy for your troop's records. Be prepared to submit copies at check-in. Copies will **NOT** be returned.
- ☐ June 1st: Transportation, Tour Plan, and Insurance verified and arranged.
- ☐ 2 Weeks: Submit online program registration. Consult Program Section for more information.
- ☐ 2 Weeks: Submit Equipment Planner to Council office at least two weeks prior to camp. (see Appendix)

EQUIPMENT / FACILITIES

Equipment available in each campsite:

Picnic tables	KYBO (Latrine)	Bulletin Board
Drinking Water		

Equipment available for troops at no charge:

2-person wall tents (9'6" x 7'6")	Canvas Cots
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NOTE: Troop supplied tents **MUST** meet the minimum standard of 30 square feet of floor space per camper. 7x9 tent would suit 2 people. Personal tents **MUST** be marked **"NO FLAMES IN TENTS"** directly on the tent or with a sign permanently attached to the tent to meet National Standards. This includes screen tents.

Coolers and Ice:

Troops that will be storing food in camp should plan to bring coolers that can be kept secure in their campsite. A limited amount of ice is available for purchase from the Trading Post.

Suggested Equipment the Provided by the Troop:

Troop first aid kit	Troop Flag	Lockable box for medications
Binders twine	Patrol Flags	Rope for lashing and roping off ax yard
Lantern	Materials for campfire skits and songs	Tarps
U.S. Flag	Axes & Saws	Unit merit badge pamphlets

Suggested Equipment for Camp Scoutmasters:

Alarm Clock	Thumb tacks and plastic cover for bulletin board	Radio for weather reports
Advancement Records	Scoutmaster's Handbook	Unit checkbook
Unit Medical Log	Scout Handbook	Footlocker and lock (For securing valuables)

Don't forget to bring the home addresses and telephone numbers of all Scouts, including parents' work and cell phone number and vacation address and phone number if they will be away from home during the camp period.

Camp Services

Administration Center

The Administration Center is located at 9900 Russell Road and is the centerpiece of the Ad Center complex. Ad Center houses offices for the Reservation Director, Associate Reservation Director, Business Manager and the High Adventure Director. The hours of operation are Sunday from 12 p.m. until 9 p.m., from 9 a.m. until 9 p.m. Monday through Friday, and Saturday from 9 a.m. until 5 p.m. There are also a number of services provided to campers located there.

Telephone and Fax

An outside telephone line and fax machine is available. These are for business use and should only be used in case of an emergency.

Internet Service

Wireless internet service is available during open hours.

E. Urner Goodman Scout Museum

Owasippe offers one of the most unique experiences for Scouts and visitors in America. A converted Early American Township Hall with a one-room schoolhouse holds a truly remarkable collection of Scouting history and memorabilia from Owasippe's over 90 years of operation. Please stop by and view the history of Scouting at the E. Urner Goodman Scout Museum, located at the Administration Center complex. Units camping at Owasippe are encouraged to leave a piece of their history by donating a Unit photograph with a roster of campers to our yearly photo album. E. Urner Goodman, the founder of the Order of the Arrow, was the Owasippe Reservation Director and Chicago Council Scout Executive in the 1920s.

Health Lodge

The Owasippe Health Lodge, located behind (just southwest of) the Administration Center, is staffed with personnel who meet BSA and State of Michigan qualifications 24 hours a day. The health lodge personnel are tasked with providing basic emergency medical service as well as monitoring and maintaining the health, safety, and well-being of the campers and staff.

Maintenance Center

The Owasippe maintenance center is located in the Ad Center complex. This facility is the center of the maintenance operation and is run by the Camp Ranger and his staff. This area, however, is off limits to campers. Any maintenance needs you have should be communicated to your Commissioner or Camp Director.

Chaplain Service

Owasippe provides a full-time chaplain. This staff member administers vesper service and the chapel program at camp. In addition, he or she can be called upon to provide spiritual guidance, and counseling services for Scouts and adults. To contact the Chaplain simply talk to your Commissioner or go to the camp office.

Food Preparation Center

The food preparation center, affectionately known as Food Prep, is located in the Ad Center complex near the museum and trading post building. All meals are prepared in this commercial kitchen facility by our food service staff. For more information on food service, consult the food service section of this manual.

Owasippe Trail System

The Owasippe trail system remains the camp's oldest program resource, dating back to Owasippe's origin in 1911. In fact, many of these routes predate Owasippe as Native American passages, pioneer trails, or lumberjack roads. These trails traverse the Reservation for miles, cutting through some of the most scenic and historic locations of Muskegon County and the Manistee National Forest.

The Blue Trail is a circular trail that skirts the boundaries of Owasippe. It has a greater level of difficulty and is suited to older Scouts and experienced hikers. Its inspiring scenery and natural wonder compliment the challenge of this wilderness route that takes hikers through the marl beds, one of the wonders of Owasippe.

The Orange Trail is a circular trail that follows the edge of Lake Wolverine, travelling through camps Carlen, Crown, and Wolverine. While Lake Wolverine is a man-made reservoir, the lake has become an integral part of Owasippe's ecosystem, and many species of plants and animals can be seen by hiking this trail. Common wildlife sightings include turtles, fish, snakes, porcupines, Great Blue Heron, swans, and ducks. For the best chance to see wildlife and great lighting for photography, this trail is best visited early in the morning.

The Red Trail begins at Camp Blackhawk and traverses west past Pickerel Pond, through Paradise Valley and on to Owasippe's Grave. The trail then goes south past Pierre's Bayou to the Administration Center, past the Tar Pits and ends at the south end of Lake Wolverine, at the Orange Trail.

The White Trails connect other trails together or lead to points of interest.

Owasippe's trails are marked with colored fleur-de-lis embossed with the word "Owasippe." A trail map and maps of Owasippe are available from your Commissioner.

Scout and Leaders who hike every trail at Owasippe may wear the "I Hiked 'Em All" patch, available in the Trading Post. Also available for purchase in the Trading Post are segment patches for hiking each individual trail and large OSR trail maps.

Section Camp Services: (Blackhawk)

Camp Blackhawk, located on the south shore of Big Blue Lake, is a full service Boy Scout summer camp and part of the Owasippe Scout Reservation. The camp director and their staff are prepared to provide a top notch program for your Scouts and leaders. In addition to the program described later in this manual, there are a number of important services provided in the section camp.

Commissioner Services

Camp commissioners are a unit's best friend during their time at camp. They are your liaison with the camp, your personal programming expert, and camp guide. Your Commissioner will greet your unit as you arrive at camp and assist you through the check-in process. He or she will also visit you at least once a day to check on you. Services your Commissioner provides include:

Programming Assistance

Your Commissioner can help you organize your overall camp program. He or she is an expert on what camp has to offer and can assist you with your unit program.

High Adventure and Outpost Additional Registration

Additional mid-week High Adventure and Outpost registrations can be handled by the Commissioner or the camp office.

Campsite Supplies

Garbage bags, toilet paper, and paper towels can be obtained by an adult or responsible older Scout.

Daily Meal Counts

Every day your Commissioner will take your daily food count. This is your chance to add any guest meals, order any special extras, and communicate any special dietary needs to the dining hall or kitchen.

Equipment Needs

Your Commissioner will get you any extra or replacement tents, cots, or other campsite equipment. He/she is committed to filling equipment needs in a timely manner. Any campsite-related maintenance needs should also be communicated through the Commissioner.

Pathfinder Program

Commissioners administer the Pathfinder program. Pathfinder is Owasippe's first-year camper program. As some of the most experienced staff members, commissioners are well-suited to instructing this program. More information on Pathfinder can be found in the program section of this manual.

Leaders' Meetings

During the leaders meetings, your unit's Commissioner will assist you in organizing your program, including signing up for additional High Adventure and Outpost programs. This is also an ideal time to address issues like equipment needs and campsite supplies.

There are three important meetings for the unit leaders to attend. The location for each meeting is in parentheses.

Sunday, 7:00 p.m. (Handicraft)

This meeting will get you ready to go for your week at camp. Your camp director will review the rules and policies of camp, discuss programming, inform you of any administrative information, and get you pumped up for the week to come. It is important to note that OA call-out information is due at this time. See the Order of the Arrow section of this manual for more information.

Wednesday, 1:00 p.m. (Leader's Patio)

This meeting will immediately follow the leaders' cook out. During this meeting, any important information will be shared and you will have a chance to provide some feedback on the week. You will have a chance to sign up for a settlement time, and be able to check up on your Scout's merit badge progress. A member of the food service staff will also be in attendance.

Friday, 5:00 p.m. (Leader's Patio)

This will be the final meeting before the end of the week. During this meeting you will receive your units merit badge cards, check-out procedures, and turn in your camp evaluation. You will have a chance to review all of your merit badge cards and catch any errors or missing cards. These cards will not be placed in the end of the week goodie bag. Lastly, you will have a chance to share any final thoughts and feedback with the camp director.

Senior Patrol Leader Meetings

These meetings will provide your junior leadership with pertinent information for your stay at camp throughout the week. There are several meetings that an SPL or a designee should plan on attending:

Sunday, 6:45 p.m. (Leader's Patio)

Immediately following dinner service on Sunday, all SPLs should gather on the Leader's Patio for information regarding the daily Commissioner visit and the Baden-Powell Award inspection. SPLs will also receive information on the Fireguard Charts and start the process for the Senior Patrol Leader Service Corps.

Wednesday, 1:45 p.m. (Leader's Patio)

Immediately following lunch service on Wednesday, all SPLs should gather on the Leader's Patio for a mid-week checkup with the staff. Items to be discussed include Pathfinder Adventure, Steak Night, Closing Campfire, SPL Service Corps updates, and Check-out procedures.

Friday, 1:45 p.m. (Leader's Patio)

Immediately following lunch service on Friday, all SPLs should gather on the Leader's Patio for a final meeting with the staff. Items to be covered include Closing Campfire setup, SPL Service Corps updates, and check-out procedures.

Office Services

The Blackhawk office, which is attached to the dining hall, provides a variety of helpful services to leaders through the week. It will be staffed before and after meals, and the dining hall director will be providing extra assistance throughout the day. Office services include the following:

Paperwork

Merit badge cards, parking passes, staff applications and other paperwork can be obtained by an adult or responsible older Scout.

Ice

Ice can be purchased in the trading post. Receipts/tickets can be brought to the office to pick up the ice.

Medication Storage

Units who are unable to provide medication storage or need refrigerated storage may keep their medication in the office. See the health policies section for more information.

High Adventure and Outpost Additional Registrations

Additional High Adventure and Outpost registrations may be done through the camp office or your Commissioner.

Garbage

All garbage must be brought daily to the office, securely tied with a square knot. A staff member will escort you to the garbage racks located near the dining hall. To avoid problems with wild life, garbage should not be stored overnight in the campsite. Remember, a Scout is Clean.

Bathroom and Shower Facilities (KYBOs)

Each camp site has access to a Bathroom facility. This building, often called a KYBO, has two flush toilets, a urinal, and a sink. In some cases KYBOs are shared between units. It is the responsibility of each unit using a KYBO to keep it clean. In addition, some KYBOs have a shower. The Pioneer sites (sites 16 – 20) have access to a shower building. There are a number of rules that apply to our bathroom and shower facilities.

Cleaning

Each unit is responsible for keeping their KYBO and shower facility clean. Commissioners will coordinate which units will be responsible for cleaning on which days. Each KYBO and the shower building should be cleaned daily. Commissioners will provide instructions and expectations on cleaning.

Youth and Adults

Youth and Adults must not use bathroom and shower facilities at the same time. The same holds true for males and females. Each KYBO and the shower facility have a sign signifying its use at any given time. In addition, please do a verbal check prior to using the facility.

Maintenance Needs

Any maintenance needs should be reported immediately to the Commissioner or camp director.

Be Courteous

Remember that a Scout is Courteous. Please make sure you are doing your part to keep the KYBO and shower facility clean for your fellow campers. Horseplay is never allowed.

Leaders' Patio

The leaders' patio is just outside the camp office at the dining hall. Leaders are invited to use the picnic tables in this area. A number of camp meetings are held in this area and it is a convenient place to visit with other unit leaders and staff. Scouts are not allowed in this area without permission.

Pizza Night (Thursday)

Looking for a way to reward your Scouts for a job well done, a Thursday night treat, or a change from our camp meals? Then Pizza night is for you. Owasippe has partnered with the local Pizza Hut to provide you the opportunity to have pizza delivered to the camp. Check your troop mailbox for order forms. All orders must be turned in and paid for by Wednesday lunch. Pizzas need to be picked up no later than 9:15p.m. from the dining hall. The dining hall bell will ring to signify arrival. Pizza Night does not replace dinner. Scouts and leaders should still plan on attending dinner Thursday unless previously arranged with your Commissioner.

Arrival and Departure

Check-in Times

Troops journeying to Owasippe by private vehicles should plan to arrive at Noon or shortly after, when Ad Center check-in takes place. Troops should plan to arrive between noon and 3 p.m. Troops arriving to Owasippe after 3 p.m., may not have enough time on Sunday to complete sub-camp specific check-in procedures such as swim checks, meal orientations, etc. Owasippe is approximately 210 miles from Chicago, and the trip takes about 4.5 hours. Owasippe is on Eastern Daylight Time. For directions, see the map in the appendix.

Ad Center Check-In Procedures

Upon your arrival at Owasippe, go directly to the Ad Center Complex and park in the lot. Then proceed to the Snack Bar area for Check-in.

Station One: Business Staff

This will be your first stop. You will need to have all your pre-camp paperwork handy, which includes the following:

1. Three (3) copies of your unit roster
2. A completed Michigan Youth Protection form for each adult at camp
3. Proof of completion of youth protection training in the last two years for each adult in camp
4. An approved Tour Plan
5. A copy of the council accident insurance policy for non-Chicago Area Council units

Station Two: Food Service

After completing the business staff step, proceed to the food service table. Here, you will be able to discuss any food issues or concerns with our food service staff, as well as provide the meal counts for Sunday and Monday.

Station Three: Adult Programs and the Order of the Arrow

This is an optional station set aside for units that want to sign up for adult programs or OA programs. These include all of the adult leader trainings such as youth protection training and introduction to outdoor leader skills, as well as the OA induction and Brotherhood ceremonies. These programs are described in Program section of this manual.

Station Four: High Adventure

This stop is highly important for any troop that has signed up for High Adventure and Outpost programs at camp. The first step will be to visit the High Adventure director who will review your online registration choices and let you know what your program selections were. You will then have the

opportunity to change your selections and sign up for any available spots with the different program area directors seated in the High Adventure section.

As you go through the process, you will be issued the necessary receipts for each program time. The purpose of these receipts is described in the High Adventure and Outpost Programs portion of the Programs section of this manual.

Section Camp Check-In Procedures: Camp Blackhawk

After completing the Ad Center check-in process you will need to head to your section camp. Follow these steps for section camp check-in.

Main Gate

When you arrive to the main gate, a staff member will verify that your troop has checked in at the Ad Center and then will give you directions to your campsite.

Campsite

Once you arrive to your campsite, a guide will be present to assist you in the check-in process. At this time, your Scouts may unpack their gear and prepare for medical rechecks and swim checks. Please notify your guide of any equipment issues.

When all of the Scouts are ready, have them assemble for a brief campsite orientation. Your guide will inform your Scouts on several topics:

- Pertinent equipment and facilities in your campsite
- How to respond in case of emergency
- Restricted areas
- Dress code and the buddy system
- SPL meetings and “Shoes-Off” time
- Flag Ceremonies and Campfires

Commissioner

Your Commissioner is your liaison with the camp. He will help you with any and all camp administration and program needs that you may have over the course of the week at camp. When your Commissioner arrives, you will need to give them your check-in card from the Ad Center, **two** copies of the unit roster, and your medical forms. They will then inform the unit leadership on the following topics:

- Parking passes, designated parking lots, speed limits
- Troop’s assigned dining session
- Medication policy
- Wristbands for every camper
- Daily visitations
- Fireguard charts
- Meal counts, and 24 hour food requisitions
- Mailboxes

- Camper Check-in and Check-out
- Site equipment
- Early camper release policy
- Leader's meetings/SPL meetings
- Pathfinder program
- Office radio for emergencies

Medical Recheck

After the orientations, you will begin the medical recheck process. Consult the medical policies and procedures section of this manual for more information.

Dining Hall Orientation

Following the Medical Recheck, your guide will bring your troop to the Dining Hall for orientation. This will inform your Scouts on how the dining hall works, including waiter responsibilities, rules, session times, and any other basic information.

Swim check

Following the Dining Hall orientation, proceed to the waterfront for swim checks. Scouts and Leaders should be prepared to get in the water. Basic aquatics rules will be discussed as well as the administration of the Swim Test. A completed health form and medical recheck is required to participate in a Swim Test.

Wrap Up

Upon completion of swim checks you may return to your campsite and continue setting up until dinner. Consult the daily schedule for dinner and Leaders' meeting information. If you have any questions or need help, please do not hesitate to consult your Commissioner or site guide.

Early Arrivals: Camp Blackhawk

There is a \$75 Early Arrival Fee for arriving on Saturday.

Troops should plan to arrive between 1 p.m. and 5 p.m. at their section camp with a separate Saturday Roster listing everyone who will be in camp. The Troop will then check in at the section camp office.

Scouts must remain in the campsite until Sunday check-in unless accompanied by an adult leader. Equipment shall not be removed from another campsite without the Camp Director's approval. The cost of any damages caused will be shared by all early arriving troops in that section camp.

Unit Leaders are responsible for their Scouts as well as providing their Troop with meals until Sunday dinner. There will be only minimal staff support.

Troop Settlements

At the end of a unit's stay at camp, the unit leaders will need to complete a financial settlement in the section camp with the reservation Business Manager. Unit settlements will occur on Friday morning (Camp Blackhawk) and Friday afternoon (Camp Wolverine). Units are asked to sign up for a time slot with their Commissioners early in the week.

Financial settlement will include payments for additional Scouts (including late fees if they apply) and leaders, outpost fees, guest meals, and any other charges incurred for camp services during the week. Leaders should bring any receipts or credits they have to the settlement. This can include any camp cash certificates, campership letters, discount certificates, and any other payment correspondence. Units will be able to reserve their campsite for next year at this time. Units who have an outstanding balance will not be allowed to reserve a site until that balance is paid.

Section Camp Check-Out Procedures: Camp Blackhawk

Pre Check-Out

This process normally begins at 7 a.m. on Saturday, but your Commissioner will schedule a time with you to start. During the first part of check-out the site staff member will inspect any equipment for damages, including camp tents and cots. Your Commissioner will direct you to take down or move any camp equipment.

Check-Out

After breakfast, your Commissioner or a designated staff member will complete the check-out process with you. This will include a site cleanliness check. Make sure that any and all trash is picked up prior to this time. Finally he or she will collect any paperwork, including your leader evaluation. When this portion is complete you will be free to go.

Stay-over Unit Process: Camp Blackhawk

If your unit will be staying for two weeks, you will need to provide a weekend-specific roster to be turned in to your Commissioner Saturday morning before noon. In addition, there are special instructions for stay-over units.

Meals

Your Commissioner will collect your weekend meal counts on Thursday, including a lunch and dinner on Saturday and a brunch on Sunday. Meals can be collected in hot packs from the Dining Hall.

Campsite and Equipment

If you will not be moving campsites, you do not need to take down but a staff member will come to inspect your equipment. If you are moving sites, please follow that part of the check-out procedures. Some spare equipment in your campsite may have to be moved during Saturday morning. Your help in this is appreciated. Please do not take equipment set in other sites as they are there for units who will be arriving on Sunday.

Supervision

Camp will be minimally staffed during the weekend and you will need to provide adequate supervision for your Scouts. Scouts will not be allowed to wander around the camp without adult supervision. The rules of camp are of course still in effect.

Emergency

In case of emergency, the camp office will be open and the camp radio will be available. Instructions on what to do and who to contact in an emergency will be clearly displayed in the office. There will be section camp and reservation staff available if needed, including the health officers.

Camp Policies (Listed Alphabetically)

Alcohol - Drugs - Smoking

- The consumption, possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program and/or on Scouting Property is not permitted.
- Violations of all local, state and federal laws will be reported.
- Violators will be asked to leave Owasippe property.
- Adult Leaders are asked to refrain from smoking when in proximity of Scouts.

Background Check

Michigan law requires that each adult twenty one (21) years of age or older undergo a check against their home state's child abuse and neglect registry. The camp must have proof that this check has been completed and that they are not found to have been deemed a perpetrator of child abuse or neglect. Forms for Illinois, Indiana, Michigan, and Ohio as well as instructions can be found on the council website. Instructions and a copy of the Illinois form can be found in the appendix of this manual. Contact the camping department for adults who reside in other states.

Bicycles in Camp

Scouts and leaders are not encouraged to use bicycles in camp. If bicycles are used, a helmet must be worn at all times. Bicycles are not permitted on hiking trails and are limited to camp roads and two tracks. Violations will result in a loss of bicycling privileges.

Boats in Camp

Privately-owned boats are NOT permitted in any Section Camp.

Buddy System

- The buddy system is in effect all over Owasippe.
- Scouts must travel with a buddy wherever they go.
- Leaders should devise a system of check-out/check-in so that they can account for Scouts at all times.
- Campers should hike on marked Owasippe trails.
- Hitchhiking or hiking along public roads is not allowed.

Camper Security

Wristbands

Each registered camper (youth and adult) is issued a wristband upon arrival at Owasippe. This wristband signifies that the wearer belongs in camp. Replacement wristbands can be collected from the camp office. Visitors are issued a special wristband upon check-in at the Ad Center.

Staff Name Tags

Camp staff and camp volunteers are issued an Owasippe name tag that is to be worn at all times while on the property. Food service staff has a special uniform that identifies them.

Anyone not showing a proper identification may be stopped and questioned by a staff member or camper. Visitors should be directed and if necessary, escorted to the Ad Center. Trespassers will be escorted off the property.

Camper Discipline (Michigan State Law- Rule 113)

Rule 113 of “Rules for Licensing Children’s Camps in the State of Michigan” reads:

“A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation, and interaction, or be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraints, either by staff Leaders or by another camper.”

It is expected that all Scouts and Leaders camping at Owasippe Scout Reservation will live up to the principles and values of the Scout Oath and Law. So that all unit leadership and their Scouts may more clearly understand their rights and what course of action will be taken if their rights are violated, the following information should be shared before arriving at camp:

1. The Scout Oath and Law are the only rules in camp. The unit leadership is responsible for enforcing these rules and disciplining those Scouts that break them.
2. In the case of inter-troop conflicts or problems, the unit leadership of the individual Scouts involved is responsible for disciplining each of the individual Scouts.
3. The camp administration (beginning with the Camp Director of any section camp involved) is available and prepared to assist in establishing communication in the event of inter-troop problems.
4. If the camp administration believes further disciplinary action is required of the unit leadership, they will request it. If the requested disciplinary action is not taken, the district executive or Scout executive will be contacted.
5. The camp administration encourages unit leadership to send any Scout home immediately that steals, vandalizes, or intentionally places another Scout in danger of harm. The administration reserves the right to take that action themselves if necessary, including sending the entire troop home within 24 hours.
6. Bullying, Hazing, “midnight raids”, tent ditching, or other such activities are not allowed at any time at Owasippe Scout Reservation. Such activities place Scouts at risk of injury and may cause larger issues as a result of seemingly small rituals getting out of control.

7. A curfew of 10:00 p.m. will be strictly enforced for all Scouts. Scouts are required to be in their campsites by 10:00 p.m. Any Scout who must leave a campsite after 10:00 p.m. must be accompanied by an adult unit leader or camp staff member. Always maintain youth protection standards. Refer to #8 for exceptions.
8. Scouts may attend a scheduled camp activity past 10:00 p.m. if they have their leader's permission and they use the buddy system. Activities could include star hikes, outposts, Order of the Arrow ceremonies, and other camp-wide activities.

Check-in/Check-out Policy

All campers must properly check in and check out of camp. A log is maintained in the Section camp office at all times and is always available. Youth protection standards must be maintained during trips off camp property. Visitors should consult the visitor entry of this policies section.

Child Abuse (Michigan State Law—Rule 115)

It is mandatory that any staff or volunteer report to his Director any actual or suspected case of child abuse or neglect immediately. The Camp Director shall immediately contact the Reservation Director, who, if after the investigation finds abuse or neglect, shall within 24 hours phone an oral report to the Department of Social Services and file a written report within 72 hours. This is the responsibility of all staff members and Leaders.

Early Release of Scout

Scouts who need to leave camp prior to normal departure time must have a filled out early release form signed by a parent or guardian. This form can be found in the appendix.

Firearms, Ammunition, Fireworks, Bows & Arrows

- No firearms, ammunition, fireworks or bow and arrow of any kind may be kept in the possession of any camper or Unit Leader.
- Camp insurance does not allow the use of personal weapons (including paintball guns) or ammunition on Council property. There are no exceptions to this rule.

Fire, Liquids, & Propane Fuels

- Fire may be built only at designated areas and under proper supervision.
- Liquid or propane fuels should be used only under adult supervision.
- Replacement propane cylinders and cans of liquid fuel MUST be stored under lock and key at your campsite or in the camp flammable liquids storage box.
- National policy prohibits the use of open flames in tents, which includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking materials.
- All tents (camp owned or private) must be stenciled with or display a sign proclaiming "NO FLAMES IN TENTS"

- Fires built in camp must not exceed 4 feet in flame height. Special permission can be given for a larger fire from the Camp Director. The camp management reserves the right to demand a fire be reduced or put out if it is, in their opinion, a hazard.
- The troop is required to maintain a fireguard and keep up-to-date a fire guard chart prominently posted in the campsite.

Float Plans

Campers who are interested in checking out canoes or rowboats to be used outside of the boating areas on Big Blue Lake or Lake Wolverine must submit a float plan. For activities on Lake Wolverine, the float plan must be submitted to the Wolverine Aquatics Director. For activities on Big Blue Lake, the float plan must be submitted to the Blackhawk Aquatics Director. Float plans must be submitted 24 hours prior to trip departure. All standards, including qualified supervision must be adhered to. The Aquatics Director has the right to deny a float plan.

Harassment Prevention and Bullying Policy

Policy

It is the policy of the Chicago Area Council to maintain a Scouting environment based on respect and courtesy. This policy is in effect at all times at Owasippe Scout Reservation.

Chicago Area Council does not tolerate harassment of any kind of our youth members, adult volunteers, employees, members of the public, or suppliers. Any form of harassment that violates federal, state or local law is a violation of this policy and will be treated as a disciplinary matter. This includes but is not limited to harassment related to an individual's race, religion, creed, color, sex, gender, sexual orientation, national origin, ancestry, citizenship status, uniformed service member status, marital status, pregnancy, age, medical condition, physical or emotional disability, or status with regard to public assistance.

For these purposes, the term "harassment and bullying" includes slurs and any other offensive remarks, jokes, and other verbal, graphic, or physical conduct that denigrates or shows hostility or aversion to an individual because of any of these characteristics, and that has the purpose or effect of creating an intimidating, hostile or offensive environment, or of unreasonably interfering with an individual's Scouting participation. One type of harassment prohibited by this policy is sexual harassment, which includes unwelcome advances, requests for sexual favors, or other offensive verbal, visual, or physical conduct.

Complaint Procedure

If you believe you have been harassed, or you become aware of an incident of the harassment of someone else which affects Scouting in any way, you are responsible for reporting the incident immediately to the Camp Director, Reservation Director, or Scout Executive. An accusation of harassment will be investigated quickly and firmly, and in connection with legal counsel or other investigator if appropriate. A substantiated violation of this policy will result in disciplinary action up to

and including withdrawal of BSA membership. Reporting harassment will not result in any form of retaliation.

As Scouting volunteers, we know the Scout Oath and Law should be the only rules we need to live by. Your help in ensuring a positive Scouting environment for everyone is appreciated.

Swim Checks

Prior to participating in any aquatic activity, each camper must complete a swim test and be issued a buddy tag. For details, please consult the Swim Classification Procedures section of this manual.

Totin' Chip

- The Totin' Chip is a license for Scouts to carry an ax or knife. All Scouts must have a Totin' Chip card before they may carry an ax or knife at Owasippe.
- The Totin' Chip and the right to tote may be taken away if the Woodsman's Code is violated.

Two-Deep Leadership

- Two Leaders are required with each Troop at Owasippe.
- Troops with more than 20 boys will need one additional Leader for each multiple of 10 boys after 20.
- The camp Scoutmaster must be at least 21 years of age.
- The second Leader must be 18 years of age.
- All people 18 years of age and older are considered adults in camp.
- All Leaders must be registered members of the Boy Scouts of America and must submit a State of Michigan youth protection form before being approved for camping at Owasippe.
- Leaders and Scouts may not stay in the same tent unless it is a parent/child situation.
- Leaders are responsible for the supervision of their troop at all times.

Youth Protection Policy

The youth protection policy of the Boy Scouts of America as described in the Guide to Safe Scouting is in effect at Owasippe Scout Reservation. All Campers and Staff are required to adhere to these policies and help enforce them. Violators of the youth protection policy will be asked to leave and the Scout Executive of the unit's council will be informed of the violation.

Youth Protection Training

It is the policy of the Chicago Area Council that all adults who serve in any capacity with the Unit while at camp will be trained in the Youth Protection policies and procedures of the BSA. All Leaders eighteen years of age and older must show a signed training card, valid certificate of completion, or a signed copy of a BSA training report upon arrival at camp. Leaders are strongly encouraged to complete such training in their Councils or online, but the training is offered at the Ad Center Snack Bar. Consult the "Programs for Adults" section for more information.

Vehicles and Parking

- All vehicles must be registered at check-in using the **vehicles in camp sheet** found in the appendix.
- All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations during the past two years, and possess a valid driver's license.
- All campers and staff will wear safety belts while riding in a vehicle on camp property.
- All riders must remain seated and refrain from distracting the driver.
- All loading and unloading of campers and gear must be done OFF the roadway. Campers are to remain orderly and enter and leave the vehicle in single file.
- No One is allowed to ride in the back of ANY truck.
- The speed limit on all camp roads is **10 miles per hour**.
- Parking is limited to designated parking lots. Vehicles are not permitted to remain in campsites.
- Special parking permits for campers with special needs are issued by the camp director.
- Repeated or flagrant violation of these policies will result in denial of driving privileges or expulsion from camp.

Visitor Policy

Parents and other visitors are welcome at Owasippe. A visitor is defined as someone who stays for less than 36 hours at camp. Visitors who stay beyond that point are considered campers or volunteer staff and must comply with any and all standards that would apply.

All visitors must check in at the Ad Center. They will need to fill out the visitors' log, which includes name and contact information as well as vehicle information. After this is complete, a wristband will be issued. Visitors who arrive after hours need to check in at the health lodge.

Visitors must get unit leader approval to stay in a campsite and may not be unsupervised with youth at any time they are at camp. Visitors may make arrangements with the Ad Center to stay in a cabin if needed. Hotel rooms are also commonly available in town.

Annual Health and Medical Record Policy

Policy on Use of the Annual Health and Medical Record

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant. Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and B are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle, accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

The annual health and medical record is a national BSA form. A copy of this form is in the appendix and can be downloaded from the council website: www.chicagobsa.org.

Medical Record Retention Policy

The State of Michigan requires that the camp retain a copy of the Annual Health and Medical Record for up to three years after attending camp. As such, campers should plan on submitting a **copy** of their health form during medical rechecks. Owasippe will keep the copy submitted at check-in. Medical forms will be kept in locked storage.

Medical Recheck Policy

The State of Michigan requires that every camper undergo a medical screening within the first 24 hours of arriving at camp. This is part of the unit check-in process in the section camp. Campers who arrive late must report to the camp office upon arrival at camp for their medical screening.

Medication Policy

The administration of prescription medication is the responsibility of the individual prescribed the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but the BSA does not mandate or necessarily encourage the leader to do so.

Medication Record

The unit is required to turn in a list of all medication in camp. This includes prescription and over-the-counter medication. Use the medication form located in the appendix.

Medication Storage

Medication should be stored in a secure place. Each unit is required to provide secure storage for all medication. The camp office is available if the unit does not have adequate storage, or requires refrigerated storage. Camp staff will not administer medication to Scouts or leaders.

Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no requirement that this be the only place the test is conducted. All persons participating in BSA aquatics are classified according to their swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

Swimmer's Test:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating for about one minute.

Beginners Test:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Administration of Swim Classification Test

Option A (at unit level with council-approved aquatics test administrators)

The swim classification test done at a unit level should be conducted by one of the following council approved test administrators: Aquatics Instructor: BSA, Aquatics Supervisor: BSA, Lifeguard: BSA, Red Cross Lifeguard, Red Cross Lifeguard Instructor, or Red Cross Water Safety Instructor. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at camp. The Chicago Area Council requires that swim classification tests be conducted within the current calendar year prior to the unit's arrival at camp. The signed form must be presented upon arrival in camp. A copy of this form can be found in the Appendix.

Option B (at camp)

The swim classification test is done during the first day of camp.

Special Note

When swim tests are conducted away from or at camp, the Aquatics Director shall reserve the authority to review or retest individuals or entire troops to ensure that standards have been maintained.

Emergency Procedures

All campers must be completely familiar with Owasippe Emergency Procedures.

- Copies of the Emergency Procedures are posted in each camp office, program area, and campsite bulletin board.
- In the event that the section camp alarm (bell or horn) is sounded, ALL CAMPERS (adults and youth) must immediately report to the designated camp area. Your check in guide will identify the alarm in your section camp.
- An emergency drill will be conducted within 24 hours of each Troop's arrival at Owasippe. The alarm will sound and all campers will report to the designated area as if there were an actual emergency.
- Please note that there may be more updated versions of the emergency procedures at camp. Please consult your camp bulletin board and Commissioner for the most updated procedures.

Accident or Illness

- Administer first aid within your capabilities
- Notify the section camp office before going to the Health Lodge. Let the staff know why you are going, and have them call the Health Lodge and notify them that you are coming in.
- If accident or illness is severe, send runners to notify the camp office. Do not move the victim. Give the location and nature of the problem to the staff, and they will call for Health and Safety personnel to respond to you.
- In the event that a camper must be transported to a medical facility, an adult leader MUST accompany the camper to the hospital. Youth protection standards must be maintained.

Evacuation

- Section camp alarm is sounded. All persons should report to the designated area immediately.
- Staff will be assigned to assist and direct campers to safety.
- If there is time, leaders should bring any prescription medications that may be stored in their site with them when evacuating.

Fire in Camp

- If you discover a wild fire or structure fire, report it to the camp office or nearest staff member immediately. DO NOT attempt to fight the fire!
- Section camp alarm will be sounded. All persons should report to the designated area immediately. In the event that the designated area cannot be reached without crossing the fire zone, go to the nearest program area and locate a staff member to assist you.
- Once at the designated area, adult leaders should account for all Troop members and report any missing campers to the Camp Director.

- Adult leaders should stand ready to assist staff in dropping tents and removing any fuel cylinders from their camp sites, if requested to do so.

Lost Person

- If you must report a lost person, notify the section camp office or nearest staff member immediately. Be prepared to give pertinent information such as name, site, troop, last known location, and any possible destination.
- A preliminary search will be conducted by staff members.
- If the preliminary search does not locate the subject, the section camp alarm will be sounded. All campers should report to the designated area for a head count.
- If the missing person does not report for head count, a full search will be implemented.

Lost Swimmer

- If you must report a lost swimmer, notify the Aquatic Area Director immediately. Give the missing swimmer's name, unit, and site number, if known.
- Aquatic and Reservation Staff will begin search procedures.
- Section camp alarm will be sounded. All campers should report to the designated area for a head count.

Power Outages

- In the event that power is off, causing the pay telephone or inter-camp telephones to be inoperable, the Camp Director will assign two drivers to be on standby to transport any sick Scout in a safe manner to the Health Lodge or to transport any messages if the need arises.
- The Camp Director will assign one driver to report the power outage to the Ad Center.
- Ad Center will send a messenger to all camps with emergency information.
- Back-up power sources will be initiated and an emergency telephone will be used.

Severe Weather

- All aquatic areas and the horse ranch will close when thunder or lightning occurs, no matter how distant.
- Troops should store all loose items and tighten tie-downs for possible high winds.
- Move away from streams (flooding) and lone trees (lightning hazard).
- As severe weather approaches, the section camp alarm may be sounded. If this occurs, report to the designated area immediately. Troops may be instructed to move to places of safety by staff members.
- If a warning is issued, outdoor emergency sirens will be activated. Take immediate shelter. Move into the interior portion of a solid structure if possible. If caught out in the open, lay down flat and cover your head.

Food Service

Owasippe provides a quality food service for all campers and staff throughout the summer. The food service staff are committed to providing meals that both meet the dietary needs of active Scouts and a flavor that they deserve. Food is served in a variety of venues across the reservation including the dining hall at Blackhawk, in campsites at Wolverine, and at the Food Prep building at Ad Center.

Daily Food Counts and Guest Meals

In an attempt to make sure units are getting the proper amount of meals, a food count will be taken daily by the Commissioner. This food count sheet accounts for any dietary requests, food transfers, special requests, and guest meals. Guest meals are counted as meals that exceed the amount of paid participants. All guest meals will be charged as part of the unit settlement at the end of the week.

Dietary Requests

The food service staff is committed to accommodating campers with special dietary needs. As part of the main menu, we provide a vegetarian option for each meal. In addition, provisions for gluten free meals, and other allergy needs are available. It is important that this information is communicated to the camp prior to or upon arrival at camp. Pre-Camp planner form has a section set aside for food needs. Please include the name of the camper and as many details about the dietary need as possible.

Feedback

Feedback is always welcome as it helps us improve our overall service. During the mid-week leaders meeting, a member of our food service staff will be in attendance to address any issues and answer any questions. Meal suggestions are always welcomed and strongly considered for the next year. If there is an immediate issue with food, please contact your Commissioner or camp director quickly and they will help resolve any problems.

Weekly Meals

A normal week of camp consists of seventeen (17) meals beginning with dinner on Sunday and ending with breakfast on Saturday. Stay-over units receive an additional three (3) meals. This includes a lunch and dinner on Saturday, and a brunch on Sunday.

Menu

The camp menu is designed and approved by a licensed dietitian. It is designed to meet the dietary requirements of an active Scout and Leader. The menu is posted in conspicuous locations throughout camp including the campsite bulletin board. To provide some variety for our two week campers and staff, the menu is on a two week rotation. Calorie data is provided for each food item and for each

meal. Detailed information on ingredients can be requested from the food service staff. Menu items can change over the course of the summer. All changes are approved by the reservation director.

Milk, Cereal, Bread, Peanut Butter, and Jelly

Although the food provided for each meal should be adequate for active Scouts and leaders at camp, it is necessary to provide some supplemental food for those who need it. To that end, we provide milk and cereal at each and every breakfast, and bread, peanut butter, and jelly at each lunch and dinner. In addition, we feel that milk is an important part of an active Scout's diet and will be available at every meal.

Blackhawk campers will have a cereal station set up at breakfast and a peanut butter and jelly sandwich station set up at lunch and dinner in the dining hall.

Wolverine campers can request milk, cereal, peanut butter, jelly, and bread when they do their daily food count sheet, and it will be delivered the next day with their meal.

Blackhawk Dining Hall

Meals in Blackhawk are served in the dining hall. The dining hall is the centerpiece of Camp Blackhawk and also contains the camp office. All meals in the dining hall are served family-style and the camp has two dining sessions. This is needed to accommodate all our campers and maintain Michigan standards. Session meal times will be posted in a conspicuous place. A flag ceremony will be held between dining sessions at breakfast and dinner. Class A uniform is highly encouraged for dinner.

Waiters

Each unit is expected to provide two waiters per table for each meal. The number of tables are dependent on unit size and will be explained at the dining hall orientation as a part of check-in. Waiters are expected to arrive at the dining hall 15 minutes prior to the start of the meal. Waiters are expected to set the table and deliver the food from the kitchen area prior to the meal. After the meal, they are expected to clear and clean the tables and sweep the area under the table. It is important that the waiters are on time and prepared to meet these expectations. It is also recommended for troops to send at least one experienced Scout per table to ensure setup and cleanup punctuality.

Wednesday Dinner Service (Steak Night)

On Wednesday the dining hall will be closed for dinner service, and units will cook their steaks in their campsite. This is a great opportunity for Scouts to practice some cooking skills and for Scouts taking cooking merit badge to prepare one of their required meals. Food is ordered through your Commissioner. Steaks and sides come raw and can be picked up from the dining hall after lunch on Wednesday. Sides may come cooked if requested and be picked up from the dining hall closer to dinner time. Cooking grates will be available for check-out from your Commissioner.

Owasippe Trading Posts

Owasippe boasts an impressive amount of souvenirs, custom merchandise, craft materials, merit badge resources, and camping supplies for our campers at our trading post locations. Hours of operation are posted at the trading posts and other conspicuous places throughout camp.

Locations

Trading posts are located conveniently across the reservation. They include the following:

Main Trading Post: Located in the Ad Center complex, the main trading post has a diverse selection of trading post items for sale.

Snack Bar: Located in the Ad Center complex near the main trading post, the snack bar is the best place to get refreshments. These include soft serve ice cream, popcorn, fountain soda, nachos, as well as an assortment of healthy snacks.

Wolverine Trading Post: Located near the Wolverine North Lodge and the swimming pool, the Wolverine trading post provides a good selection of souvenirs and refreshments. It is also the place to purchase craft kits needed for the various handicraft programs.

Blackhawk Trading Post: Located near the Dining Hall and the Handicraft area, the Blackhawk trading post provides a good selection of souvenirs and refreshments. It is also the place to purchase craft kits needed for the various handicraft programs.

Products

The trading post carries a wide variety of products. They include, but are not limited to, the following:

Refreshments: Candy and snacks, ice cream, soda pop, Vitamin Water, fruit snacks, and peanuts.

Souvenirs: Camp hats, camp t-shirts, camp patches, camp mugs, camp sweatshirts, and camp belt buckles.

Awards: Owasippe Segments.

Books: Merit badge books, Scout handbooks, Scoutmaster handbook, nature resource books, and song & skit books.

Miscellaneous: Playing cards, games, postcards, bumper stickers, toiletries, and batteries.

Camp Gear: Knives, mosquito netting, flashlights, camp chairs, cook kits, and eating utensils.

Craft Items: See next section for more details.

Craft Items

Some of the most popular programs at camp are the handicraft merit badges. Each merit badge requires Scouts to construct a number of projects. All the necessary project kits and supplies can be

purchased at the trading post. Below is a list of the merit badges offered in handicraft and the items that are typically available. Prices are estimates and are subject to change.

Leatherwork Merit Badge

- Leather Lacing: \$1.50 for the first yard, \$1.00 for each additional yard.
- Plastic Lacing: \$1.00 for the first yard, \$.50 for each additional yard.
- Wallet, belt or cell phone case: \$10.00
- Large mystery braid or bookmark: \$3.00
- Key fob: \$3.00
- Coin Purse: \$5.00
- Small Knife Pouch: \$6.50
- Large Knife Pouch: \$7.50
- Neckerchief Slide: \$3.50
- Assorted Leather Shapes: \$.75 - \$1.50
- Leather Round: \$3.00

Woodcarving Merit Badge

- Wood Block: \$1.00
- Neckerchief Slide: \$3.50

Basketry Merit Badge

- Basket Kit: \$5.50
- Stool Kit: \$13.00

Indian Lore Merit Badge

- Moccasin Kit: \$15.00
- Ankle Bells Kit: \$5.00
- Choker Kit: \$6.00
- Dream Catcher Kit: \$5.00
- Talking Feathers Kit: \$5.00
- Mini Teepee Kit: \$5.00
- Medicine Pouch: \$6.00
- Baby Moccasins Kit: \$7.00

Special Merit Badge Supply Sale

The trading post will be open on Sunday afternoon and evening selling merit badge supplies. These include handicraft merit badge supplies as well as merit badge books. This time is designed for an adult leader to purchase the necessary materials for these programs for his or her troop. During this time, the adult leader can charge the cost of the materials to settlement at the end of the week. This is the only time that the trading post will allow for charging items to be paid at settlement. Don't miss out on this great opportunity.

Sons of Owasippe

Every year, Owasippe provides a special commemorative patch and t-shirt set depicting the sons of chief Owasippe described in the introductory story of this manual. Units are encouraged to order these special items prior to camp. Pre-camp orders get a special discount on the price. Orders may be picked up at the main trading post any time during your week of camp. See the order form in the appendix for ordering information and price.

Credit Policy

The trading post does not extend credit to units. The only exception to this is on Sunday for merit badge supplies. Any and all charges must be reconciled at settlement. The trading post does accept the following credit cards: Visa, MasterCard, American Express, and Discover.

Segment Program at Owasippe

Owasippe provides a number of great program opportunities. As such there is a special recognition program that allows campers to proudly display all the different things they have accomplished over the years. Each segment can be purchased at the trading post and is to be worn around the Owasippe patch on the uniform.

Astronomy: Participate in a star hike.

Blackhawk: Camp one week at Blackhawk.

Chapel: Participate in the vespers program at camp.

Climbing: Attend a session of open climbing at the climbing tower.

COPE: Participate in the COPE program.

Craft: Make something at the handicraft area.

E. Urner Goodman Museum: Visit the museum.

Hi Adventure: Participate in a Manistee Quest Trek.

Hiawatha Beach: Camp one week at Hiawatha Beach.

Hiker: Hike one of the main hiking trails. Each segment is color coordinated with its associated trail. See the Camp Services section for more information on the trail system.

Horseback: Participate in Wrangler Outpost.

Leader: Serve as an adult leader for one week at Owasippe.

OA Ceremony: Participate as a ceremonialist at an Order of the Arrow ceremony at camp.

Pathfinder: Successfully complete the week-long Pathfinder program.

Photography: Participate in Photography Merit Badge.

Polar Bear: Participate in the Polar Bear Swim.

Reneker: Camp one week at Reneker.

Sailing: Participate in Open Sailing at the Fossett Sailing Base at Blackhawk Aquatics.

Staff: Serve one summer as camp staff at Owasippe.

Tubing: Participate in a River Tubing trip.

Water sports: Participate in Lake Tubing.

Webelos: Camp one session at Carlen as a Webelos.

Wilderness Survival: Participate in the Wilderness Survival overnighiter.

Wolverine: Camp one week at Wolverine.

Year Segments: Camp at Owasippe and receive the current year segment. Year segments from past years may be purchased from the trading post while supplies last.

Program

This section includes all the information you need to know to decide how to spend your time at Owasisippe. Everything from Merit Badge and High Adventure Outpost programs to evening and adult programs are here.

Planning Your Troop Program

Introduction

For a century, Owasisippe Scout Reservation has proudly presented Scouts and Scouters with an exciting summer camp experience, and our 101st year is no different. One of the most wonderful parts of Owasisippe is all the fun and adventure provided to Scouts and Scouters from all over the country. Yet, while fun and adventure is key, the process of planning your trip is a very important step towards maximizing the enjoyment of your stay. As such, this section has been prepared to help leaders, parents, and Scouts plan the best summer camp experience possible.

This year there have been many changes to our program of which we are proud to boast. And while change may be hard to accept, we guarantee that the new programs, services, and scheduling will not only streamline your experience over time, but will also make your stay at camp much more rewarding for your Scouts.

To ensure a well-rounded summer camp experience, your camp program should allow time for all your Scouts to participate in these three activity areas:

1. **Personal Advancement.** This can involve rank advancement offered through the Pathfinder (first-year camper) program and the many merit badge programs offered at Owasisippe.
2. **Troop Time.** Owasisippe offers plenty of opportunities for your troop to participate in troop programs, including outposts such as canoeing, tubing, or horseback riding. Additionally, troop swims, hikes, and camp-wide games are wonderful for your Scouts and use the patrol method.
3. **Personal Interests.** This could involve attending open programming in the afternoon and evenings including fishing, open boating, rifle shooting, or visiting areas of camp that Scouts may be interested in, such as Paradise Valley and the Quaking Bogs.

Merit Badges and Outposts

Merit badge programs at Owasisippe Scout Reservation are an excellent opportunity for your Scouts to have a “hands-on” experience. The merit badge programs at Owasisippe are aimed to provide fun with a purpose and practical applications.

When selecting merit badges, you and your Scouts should be mindful to choose badges that are appropriate to their abilities. This may be related to age, experience, and rank. Accordingly, this guide will provide a *suggestion* on the skill level of various merit badge programs. They will be labeled as ***beginner***, ***intermediate***, and ***advanced***.

Beginner. Beginner badges are aimed towards first and second year Scouts. These badges help a Scout learn and apply basic skills from each of the program areas. In many cases, they set a foundation for many merit badges a Scout will complete later in his Scouting career.

Intermediate. Intermediate badges may appeal to second- and third-year Scouts. They are more challenging than beginner badges. These badges are generally aimed towards First-class Scouts.

Advanced. Advanced badges are recommended for Scouts in their fourth or later years at camp. These programs are the most challenging and are designed to keep an older Scout engaged and interested.

Block Schedule

This summer, the merit badge programs at Owasippe Scout Reservation will be renovated to accommodate a block schedule. These changes are aimed at giving Scouts more time in class sessions and to create a uniform schedule across the reservation.

How it works

Each program will be based on a 90 minute block of time, and most classes will meet twice over the course of the week for two blocks each session. For example, Swimming MB 1 meets on Monday from 9 a.m. until 12 noon and Wednesday from 9 a.m. until 12 noon. Some advanced programs will meet for two blocks each day of the week (except Friday), and other less-challenging programs will meet twice throughout the course of the week, for only block each session. Most outpost programs last for one 90 minute block. This will allow most Scouts to take two morning merit badge programs and two afternoon merit badge programs. Alternately, a Scout could have two morning merit badge programs, an afternoon merit badge program on Monday and Wednesday, and leave some space on Tuesday and Thursday for a horse trail ride, open rifle, open swimming, or a troop tubing trip.

The Program Entry

Each program is described in a program entry later in this section of the manual. Let's continue to use Swimming merit badge as an example. To the right, you will see the Swimming Merit Badge entry as it appears later in this manual. As you can see there are 6 parts to this

entry, and they are numbered in red for reference. Box 1 includes the name of the program, and Box 2 lists the difficulty level. Box 3 is a listing of all the class names included in this program, as well as the times that they meet. Box 4 is a description of the program, and Box 5 contains any prerequisites,

¹Swimming Merit Badge

²Intermediate

³**Swimming MB 1(BH – MW 1&2)**
Monday and Wednesday 9am – 12pm
Swimming MB 2(BH – TR 1&2)
Tuesday and Thursday 9am-12pm

⁴While this merit badge is recommended for Scouts age 12 and older, younger candidates with an extensive swimming background may be able to meet all or most of the requirements with little or no formal instruction. Most Scouts, however, will need instruction on proper technique prior to completing the requirements.

⁵**Prerequisites:** Swimmer Classification
Additional Cost: None
Location: Aquatics

⁶**Notes:** Please make sure that every Scout taking Swimming MB **brings** a pair of jeans, a long-sleeved button-up shirt, belt with a collar, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge.

additional cost, and the location where the program meets. Lastly, Box 6 are the notes, which contain any special information regarding the program.

The Program Class Code

You will notice that each class in the program entry has a code in parentheses. The code is there for a few reasons but it is fairly straight forward. Let's look at a class entry.

Swimming MB 1 (BH – MW 1&2)

The class name is Swimming MB 1. In this example, it is the first of two swimming merit badge classes offered in camp. That class name is all that is needed to differentiate the two different swimming classes. The code helps refine it and provide more information. The code reads: (BH – MW 1&2). The BH before the dash signifies which camp it is in; BH signifies Blackhawk, while WL is Wolverine, and HA is High Adventure. The information after the dash is a day and time code. In this example, the class meets Monday and Wednesday, blocks 1 and 2. So, this class would meet Monday and Wednesday morning from 9 a.m. until 12 noon. See below for a list of all the codes and what they mean.

Block 1: 9:00am – 10:30am

Block 2: 10:30am – 12:00pm

Block 3: 2:00pm – 3:30pm

Block 4: 3:30pm – 5:00pm

Block 5: 7:00pm – 8:00pm

Block 6: 8:00pm – 9:00pm

M: Monday

T: Tuesday

W: Wednesday

R: Thursday

Planning Process

In order to ensure that you maximize your time at camp, you should set aside ample time to prepare. Of course, the first step is to figure out what you and your Scouts would like to get out of the experience. To help, please use this manual to view descriptions, information, and schedules of the countless programs offered at camp.

This year, one of the useful tools at your disposal is an online registration system. This program will allow you to pre-schedule your Scouts in merit badge classes and to sign up for High Adventure programs. Accordingly, to help aid your planning, we have provided a worksheet for your Scouts to use in organizing their trip. This worksheet can be found in the appendix and is available for download on the Chicago Area Council website.

Important Steps

1. Explain to your Scouts what Owasippe Scout Reservation has to offer. Ask them to identify merit badges and programs they would like to participate in. This guide is a great place to start.

2. At a troop meeting, spend some time discussing with your Scouts the various programs they are interested in. This would be an appropriate time to choose troop and patrol activities such as canoe trips, trail rides, or tubing. This way, you can avoid possible scheduling conflicts later in the planning process.
3. Determine each individual Scout's needs. This program guide will help. Pay special attention to the difficulty level of badges and activities. A large portion of your time at camp should be allotted for individual Scout advancement and activity, but do not forget troop activities.
4. Ask Scouts what they want from camp. Discuss with each Scout one-on-one regarding their schedule. Then use the registration worksheets provided in this guide to help them to select the merit badges and activities they are interested in. Make sure they have not overbooked themselves. Note that when Scouts miss a merit badge class, they will most likely receive a partial.
5. Review each Scout's schedule. Ensure that there are no time conflicts.
6. Finally, use the online registration system on the Chicago Area Council website to register your Scouts.

Online Program Registration

Introduction

Planning out your Troop's program for summer camp is an important part of getting ready for summer camp. The next step is communicating those choices to the staff at Owasippe. As camp staff, they are committed to providing a top-notch program for your Scouts. Knowing which and how many Scouts are coming will greatly help them prepare. There are also programs in the High Adventure and Outpost section that have limited space and extra cost. It is important that we manage our registrations for these programs ahead of time.

With this in mind we at have implemented an online program registration. This process will help you, the unit leader, to organize the activities that your Scouts will be participating in over the course of the week, as well as help the staff prepare. This section will explain how to use the online registration and what resources are available to you. You will need access to a computer with an internet connection.

Resources

This manual includes a number of resources to help you plan your program and use the online registration feature. Below is a list of what they are and where they can be found.

1. **Scout Program Worksheet.** This worksheet, located in the appendix, is a tool you can use to have your Scouts put down on paper what they want to do at camp. This has spots for them to write the class name and numbers in and organize preference. It is designed to help make the process of signing up online easier. The worksheet can be easily removed and copied for distribution.
2. **Master Schedule.** This is located in this section of the leader manual and a copy is provided in the appendix to easily remove and copy as a hand-out.
3. **Program Section.** This section of the Manual has every program offered at Owasippe organized to make it easy for online registration. This will be your most useful resource in the planning

and registration process. All the class names and terminology in this section will also match the terminology used online.

A separate online registration resource sheet, including screen shots, will be made available on the council website.

High Adventure and Outpost Programs

It is important to note that High Adventure programs will be utilizing this process for early registration. In the past we have requested units to send in a worksheet with their requests. The online registration process will replace that system. However, it will be possible to supplement High Adventure and Outpost registrations at check-in and throughout the week. That said, many popular programs will fill up quickly and not participating in the online registration may deny an opportunity to your Scouts.

Individuals

The online registration process will require you to include the individual names of the Scouts participating. As a result, you will end up with an individual schedule for each Scout in your unit. You will have the opportunity to update and change your registrations throughout the time leading up to camp.

Availability

Online registration will be available starting March 1st and will end two weeks prior to your arrival at camp. All registrations and any subsequent changes must happen during this period. You will not be able to make any changes online after the deadline. That said, we will be flexible in accommodating any changes that may happen after that point upon your arrival at camp.

Payments

Some programs require an additional fee. We will not be collecting any money for these programs using the online system. All payments for extra programs will be made at camp, and will be a part of the settlement process described earlier in this manual.

Master Schedule Blackhawk

			Pathfinder	Aquatics				Scoutcraft			Nature			Shooting Sports						
M	1	Monday 9:00 - 10:30	Pathfinder (BH - MTWR 1&2)	Lifesaving MB 1 (BH - MW 1&2)	Swimming MB 1 (BH - MW 1&2)	Canoeing MB 1 (BH - MW 1&2)	Rowing MB 1 (BH - MW 1&2)	Pioneering MB 1 (BH - MW 1&2)	Wilderness Survival MB 1 (BH - 1&2)	Emergency Preparedness MB 1 (BH - MW 1&2)	Nature MB 1 (BH MW 1&2)	Environmental Science MB 1 (BH - MW 1&2)	Fish and Wildlife Management MB 1 (BH - MW 1&2)	Archery MB 1 (BH - MW 1&2)	Rifle Shooting MB 1 (BH - MW 1&2)	Shotgun Shooting MB 1 (BH - MW 1&2)				
	2	Monday 10:30 - 12:00																		
	3	Monday 2:00 - 3:30		Open Swimming		Open Boating		Camping MB 1 (BH - MW 3&4)	Cooking MB 1 (BH - MW 3&4)	First Aid MB 1 (BH - MW 3&4)	Soil and Water Conservation MB 1 (BH - MW 3&4)	Fishing MB 1 (BH - MW 3&4)	Mammal Study MB 1 (BH - MW 3)	Open Archery	Open Rifle	Open Shotgun				
	4	Monday 3:30 - 5:00											Geology MB 1 (BH - MW 4)							
	5	Monday 7:00 - 8:00																		
	6	Monday 8:00 - 9:00																		
T	1	Tuesday 9:00 - 10:30	Pathfinder (BH - MTWR 1&2)	Lifesaving MB 2 (BH - TR 1&2)	Swimming MB 2 (BH - TR 1&2)	Canoeing MB 2 (BH - TR 1&2)	Rowing MB 2 (BH - TR 1&2)	Pioneering MB 2 (BH - TR 1&2)	Wilderness survival MB 2 (BH - TR 1&2)	Emergency Preparedness MB 2 (BH - TR 1&2)	Nature MB 2 (BH - TR 1&2)	Environmental Science MB 2 (BH - TR 1&2)	Soil and Water Conservation MB 2 (BH - TR 1&2)	Archery MB 2 (BH - TR 1&2)	Rifle Shooting MB 2 (BH - TR 1&2)	Shotgun Shooting MB 2 (BH - TR 1&2)				
	2	Tuesday 10:30 - 12:00																		
	3	Tuesday 2:00 - 3:30		Open Swimming		Open Boating		Camping MB 2 (BH - TR 3&4)	Cooking MB 2 (BH - TR 3&4)	First Aid MB 2 (BH - TR 3&4)	Fish and Wildlife Management MB 2 (BH - TR 3&4)	Fishing MB 2 (BH - TR 3&4)	Geology MB 2 (BH - TR 3)	Open Archery	Open Rifle	Open Shotgun				
	4	Tuesday 3:30 - 5:00											Mammal Study MB 2 (BH - TR 4)							
	5	Tuesday 7:00 - 8:00																		
	6	Tuesday 8:00 - 9:00																		
W	1	Wednesday 9:00 - 10:30	Pathfinder (BH - MTWR 1&2)	Lifesaving MB 1 (BH - MW 1&2)	Swimming MB 1 (BH - MW 1&2)	Canoeing MB 1 (BH - MW 1&2)	Rowing MB 1 (BH - MW 1&2)	Pioneering MB 1 (BH - MW 1&2)	Wilderness Survival MB 1 (BH - 1&2)	Emergency Preparedness MB 1 (BH - MW 1&2)	Nature MB 1 (BH MW 1&2)	Environmental Science MB 1 (BH - MW 1&2)	Soil and Water Conservation MB 1 (BH - MW 1&2)	Archery MB 1 (BH - MW 1&2)	Rifle Shooting MB 1 (BH - MW 1&2)	Shotgun Shooting MB 1 (BH - MW 1&2)				
	2	Wednesday 10:30 - 12:00																		
	3	Wednesday 2:00 - 3:30		Open Swimming		Open Boating		Camping MB 1 (BH - MW 3&4)	Cooking MB 1 (BH - MW 3&4)	First Aid MB 1 (BH - MW 3&4)	Fish and Wildlife Management MB 1 (BH - MW 3&4)	Fishing MB 1 (BH - MW 3&4)	Mammal Study MB 1 (BH - MW 3)	Open Archery	Open Rifle	Open Shotgun				
	4	Wednesday 3:30 - 5:00											Geology MB 1 (BH - MW 4)							
	5	Wednesday 7:00 - 8:00																		
	6	Wednesday 8:00 - 9:00																		
R	1	Thursday 9:00 - 10:30	Pathfinder (BH - MTWR 1&2)	Lifesaving MB 2 (BH - TR 1&2)	Swimming MB 2 (BH - TR 1&2)	Canoeing MB 2 (BH - TR 1&2)	Rowing MB 2 (BH - TR 1&2)	Pioneering MB 2 (BH - TR 1&2)	Wilderness survival MB 2 (BH - TR 1&2)	Emergency Preparedness MB 2 (BH - TR 1&2)	Nature MB 2 (BH - TR 1&2)	Environmental Science MB 2 (BH - TR 1&2)	Soil and Water Conservation MB 2 (BH - TR 1&2)	Archery MB 2 (BH - TR 1&2)	Rifle Shooting MB 2 (BH - TR 1&2)	Shotgun Shooting MB 2 (BH - TR 1&2)				
	2	Thursday 10:30 - 12:00																		
	3	Thursday 2:00 - 3:30		Open Swimming		Open Boating		Camping MB 2 (BH - TR 3&4)	Cooking MB 2 (BH - TR 3&4)	First Aid MB 2 (BH - TR 3&4)	Fish and Wildlife Management MB 1 (BH - TR 3&4)	Fishing MB 2 (BH - TR 3&4)	Geology MB 2 (BH - TR 3)	Open Archery	Open Rifle	Open Shotgun				
	4	Thursday 3:30 - 5:00											Mammal Study MB 2 (BH - TR 4)							
	5	Thursday 7:00 - 8:00																		
	6	Thursday 8:00 - 9:00																		
				Master Schedule Key:				Monday through Thursday (MTWR)		Monday and Wednesday (MW)		Monday (M)		Tuesday (T)						
				Each Color corresponds with the day or days that each program meets.				Open Program		Tuesday and Thursday (TR)		Wednesday (W)		Thursday (R)						

Master Schedule Blackhawk

		Handicraft			High Adventure and Outposts											
M	1	Monday 9:00 - 10:30	Indian Lore MB 1 (BH - MW 1&2)	Basketry MB 1 (BH - MW 1&2)	Leatherworking MB 1 (BH - MW 1&2)	Automotive Maintenance MB (HA - MTWR 1&2)	Water Sports MB 1 (HA - MTWR 1&2)	Motor Boating MB 1 (HA - MW 1&2)	Small Boat Sailing MB 1 (HA - MW 1&2)	Horsemanship MB (HA - MTWR 1&2)	Space Exploration MB 1 (HA - MW 1&2)	COPE 1 (HA - MW 1&2)	Climbing MB 1 (HA - MW 1&2)	Photography MB 1 (HA - MW 1&2)	River Tubing 1 (HA - M 1&2)	Canoeing Outpost 1 (HA - M 1&2)
	2	Monday 10:30 - 12:00														
	3	Monday 2:00 - 3:30	Sculpture MB 1 (BH - MW 3&4)	Basketry MB 2(BH - MW 3&4)	Woodcarving MB 1 (BH MW 3&4)	Theatre MB (HA - MTWR 3&4)	Water Sports MB 2 (HA - MTWR 3&4)	Motor Boating MB 2 (HA - MW 3&4)	Open Sailing 1 (HA - M 3)	Horse Trail Ride 1 (HA - M 3)	Astronomy MB 1 (HA - MW3&4)	COPE 2 (HA - MW 3&4)	Open Climbing 1 (HA - M 3)	Radio MB 1 (HA - MW 3&4)	River Tubing 2 (HA - M 3&4)	Canoeing Outpost 2 (HA - M 3&4)
	4	Monday 3:30 - 5:00							Open Sailing 2 (HA - M 4)				Horse Trail Ride 2 (HA - M4)			
	5	Monday 7:00 - 8:00					Lake Tubing 1 (HA - M 5)	Fishing Outpost 1 (HA - M 5&6)		Wrangler Outpost 1 (HA - M 5&6)	Star Hike 1 (9:30 pm - 10:30 pm)					
	6	Monday 8:00 - 9:00					Lake Tubing 2 (HA - M 6)									
T	1	Tuesday 9:00 - 10:30	Indian Lore MB 2 (BH - TR 1&2)	Basketry MB 3 (BH - TR 1&2)	Woodcarving MB 2 (BH TR 1&2)	Automotive Maintenance MB (HA - MTWR 1&2)	Water Sports MB 1 (HA - MTWR 1&2)	Motor Boating MB 3 (HA - TR 1&2)	Small Boat Sailing MB 2 (HA - TR 1&2)	Horsemanship MB (HA - MTWR 1&2)	Space Exploration MB 1 (HA - TR 1&2)	COPE 3 (HA - TR 1&2)	Climbing MB 2 (HA - TR 1&2)	Photography MB 2 (HA - TR 1&2)	River Tubing 3 (HA - T 1&2)	Canoeing Outpost 3 (HA - T 1&2)
	2	Tuesday 10:30 - 12:00														
	3	Tuesday 2:00 - 3:30	Sculpture MB 2 (BH - TR 3&4)	Basketry MB 4 (BH - TR 3&4)	Leatherworking MB 2 (BH - TR 3&4)	Theatre MB (HA - MTWR 3&4)	Water Sports MB 2 (HA - MTWR 3&4)	Motor Boating MB 4 (HA - TR 3&4)	Open Sailing 3 (HA - T 3)	Horse Trail Ride 3 (HA - T 3)	Astronomy MB 2 (HA - TR 3&4)	COPE 4 (HA - TR 3&4)	Open Climbing 3 (HA - T 3)	Radio MB 2 (HA - TR 3&4)	River Tubing 4 (HA - T 3&4)	Canoeing Outpost 4 (HA - T 3&4)
	4	Tuesday 3:30 - 5:00							Open Sailing 4 (HA - T 4)				Horse Trail Ride 4 (HA - T 4)			
	5	Tuesday 7:00 - 8:00					Lake Tubing 3 (HA - T 5)	Fishing Outpost 2 (HA - T 5&6)		Wrangler Outpost 2 (HA - T 5&6)						
	6	Tuesday 8:00 - 9:00					Lake Tubing 4 (HA - T 6)									
W	1	Wednesday 9:00 - 10:30	Indian Lore MB 1 (BH - MW 1&2)	Basketry MB 1 (BH - MW 1&2)	Leatherworking MB 1 (BH - MW 1&2)	Automotive Maintenance MB (HA - MTWR 1&2)	Water Sports MB 1 (HA - MTWR 1&2)	Motor Boating MB 1 (HA - MW 1&2)	Small Boat Sailing MB 1 (HA - MW 1&2)	Horsemanship MB (HA - MTWR 1&2)	Space Exploration MB 1 (HA - MW 1&2)	COPE 1 (HA - MW 1&2)	Climbing MB 1 (HA - MW 1&2)	Photography MB 1 (HA - MW 1&2)	River Tubing 5 (HA - W 1&2)	Canoeing Outpost 5 (HA - W 1&2)
	2	Wednesday 10:30 - 12:00														
	3	Wednesday 2:00 - 3:30	Sculpture MB 1 (BH - MW 3&4)	Basketry MB 2(BH - MW 3&4)	Woodcarving MB 1 (BH MW 3&4)	Theatre MB (HA - MTWR 3&4)	Water Sports MB 2 (HA - MTWR 3&4)	Motor Boating MB 2 (HA - MW 3&4)	Open Sailing 5 (HA - W 3)	Horse Trail Ride 5 (HA - W 3)	Astronomy MB 1 (HA - MW 3&4)	COPE 2 (HA - MW 3&4)	Open Climbing 5 (HA - W 3)	Radio MB 1 (HA - MW 3&4)	River Tubing 6 (HA - W 3&4)	Canoeing Outpost 6 (HA - W 3&4)
	4	Wednesday 3:30 - 5:00							Open Sailing 6 (HA - W 4)				Horse Trail Ride 6 (HA - W 4)			
	5	Wednesday 7:00 - 8:00					Lake Tubing 5 (HA - W 5)	Fishing Outpost 3 (HA - W 5&6)		Wrangler Outpost 3 (HA - W 5&6)	Star Hike 2 (9:30 pm - 10:30 pm)					
	6	Wednesday 8:00 - 9:00					Lake Tubing 6 (HA - W 6)									
R	1	Thursday 9:00 - 10:30	Indian Lore MB 2 (BH - TR 1&2)	Basketry MB 3 (BH - TR 1&2)	Woodcarving MB 2 (BH TR 1&2)	Automotive Maintenance MB (HA - MTWR 1&2)	Water Sports MB 1 (HA - MTWR 1&2)	Motor Boating MB 3 (HA - TR 1&2)	Small Boat Sailing MB 2 (HA - TR 1&2)	Horsemanship MB (HA - MTWR 1&2)	Space Exploration MB 1 (HA - TR 1&2)	COPE 3 (HA - TR 1&2)	Climbing MB 2 (HA - TR 1&2)	Photography MB 2 (HA - TR 1&2)	River Tubing 7 (HA - R 1&2)	Canoeing Outpost 7 (HA - R 1&2)
	2	Thursday 10:30 - 12:00														
	3	Thursday 2:00 - 3:30	Sculpture MB 2 (BH - TR 3&4)	Basketry MB 4 (BH - TR 3&4)	Leatherworking MB 2 (BH - TR 3&4)	Theatre MB (HA - MTWR 3&4)	Water Sports MB 2 (HA - MTWR 3&4)	Motor Boating MB 4 (HA - TR 3&4)	Open Sailing 7 (HA - R 3)	Horse Trail Ride 7 (HA - R 3)	Astronomy MB 2 (HA - TR 3&4)	COPE 4 (HA - TR 3&4)	Open Climbing 7 (HA - R 3)	Radio MB 2 (HA - TR 3&4)	River Tubing 8 (HA - R 3&4)	Canoeing Outpost 8 (HA - 4&4)
	4	Thursday 3:30 - 5:00							Open Sailing 8 (HA - R 4)				Horse Trail Ride 8 (HA - R 4)			
	5	Thursday 7:00 - 8:00					Lake Tubing 7 (HA - R 5)	Fishing Outpost 4 (HA - R 5&6)								
	6	Thursday 8:00 - 9:00					Lake Tubing 8 (HA - R 6)									

Camp Programs: Camp Blackhawk

Aquatics

The Blackhawk waterfront Aquatics area consists of over 285 feet of beautiful scenery on the shoreline of Big Blue Lake. Scouts will enjoy swimming in the lakefront swimming area and launching their boats from our sandy shores. The waterfront is conveniently located near the magnificent Dining Hall and is available for merit badges and open swim. During the evenings it is “Pure Michigan” as Scouts can sail, fish, and go tubing behind one of our powerboats. The Blackhawk Aquatics area is home to the Fossett Sailing Base, which houses our magnificent sailing and powerboat programs. The Sail Base offers multiple opportunities, from merit badges to open sailing. Come down and see what it is all about.

The Blackhawk Aquatics area proudly hosts:

- Swimming Merit Badge
- Life Saving Merit Badge
- Open Swim
- Lap Swim/Mile Swim
- Polar Bear Swim
- Snorkeling, BSA
- Rowing Merit Badge
- Canoeing Merit Badge
- Open Boating (both canoes and rowboats are available)

Handicraft

Sterling’s Craft Village, commonly known as Handicraft, is located beside the magnificent Dining Hall, at the base of Wilderness Hill. In this area Scouts will have the opportunity to show off their creativity and artist skills through a number of different outlets. Scouts of all ages will have a chance to experience working with leather tools, basket weaving and even make their very own sculpture! Truly a great place for younger Scouts to make something to take home and give to Mom.

Programs offered

- Basketry Merit Badge
- Leatherwork Merit Badge
- Woodcarving Merit Badge
- Sculpture Merit Badge
- Indian Lore Merit Badge

Scoutcraft

Down at Scoutcraft, Scouts will have every opportunity to learn all their outdoor skills. This area focuses on necessities to make every camping trip a more enjoyable experience. Scouts will learn proper technique in how to tie knots, lash things together and care for rope, how to pitch a shelter and set-up a campsite, how to prepare for and cook a meal over an open fire, survive in the wilderness, and a number of other key skills to be being a successful Scout. Awesome times and great friends are made all while in the midst of towering pioneering projects. So, come join us in the beautiful valley at the base of Checageau Hill, the home of Blackhawk Scoutcraft!

Programs Offered:

- Cooking Merit Badge
- Camping Merit Badge
- Pioneering Merit Badge
- First Aid Merit Badge
- Wilderness Survival Merit Badge
- Emergency Preparedness Merit Badge
- Firem'n Chit & Totin' Chip Demonstration
- Pioneering Projects
- Wilderness Survival Overnighter

Nature

View and learn about "All the Wealth of Earth and Heaven" at our beloved Nature Center. Scouts will learn about their natural environment and how ecosystems interact. More importantly, your Scouts will learn how to become stewards of the wilderness and how to preserve our wonderful planet. The area is located down the lake trail from Aquatics atop a hill, looking over Big Blue Lake. While at Nature, Scouts will learn how to identify multiple types of plant and wildlife. They will also be able to have up-close and personal encounters with multiple animals on display, and contribute to our ongoing mammal shelter.

Programs offered:

- Environmental Science Merit Badge
- Mammal Study Merit Badge
- Soil and Water Conservation Merit Badge
- Geology Merit Badge
- Fish and Wildlife Management Merit Badge
- Nature Merit Badge
- Fishing Merit Badge
- Conservation Projects

Shooting Sports

Shooting Sports is the area to go for all your field sport needs. Scouts will have the opportunity to learn safe handling techniques and learn how to properly use multiple firearms. Our three different ranges provide training in using rifles, shotguns, and archery equipment. During the week Scouts will have the opportunity to shoot at everything from targets, MONSTERS, and maybe even some junk they find laying around their site.

- Rifle Range
 - Rifle Shooting Merit Badge
 - Open Rifle Shooting
 - Black Powder Rifle Shoot
 - The Pie Plate Leader's Challenge
 - Pathfinder Range Orientation
 - Monster Night
- Shotgun Range
 - Shotgun Merit Badge
 - Open Shotgun Shooting
- Archery Range
 - Archery Merit Badge
 - Open Archery
 - William Tell Challenge

Pathfinder

The Pathfinder Program is Owasippe's First Year Experience Program. In this program, Scouts will work on a number of different skills and rank advancements while experiencing much of what the camp has to offer. The program begins daily under the Commissioner tents and from there will experience the excitement of being part of programs in the Scoutcraft, Nature, and Aquatics Areas. While in the program areas, Scouts will work on their swimming skills, take a nature hike and learn how to identify different types of plant life, and multiple knots and lashings that Scouts use on every campout. Blackhawk Pathfinders will have the opportunity to attend a Rifle Range Orientation, compete in a camp-wide challenge to "collect them all", and participate in an Owasippe Adventure to some of the oldest and most important pieces of Owasippe history.

Aquatics Programs

Lifesaving Merit Badge

Advanced

Lifesaving MB 1(BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Lifesaving MB 2(BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

Lifesaving merit badge is designed to prepare a 13 to 15 year-old Scout to respond *safely* and effectively to water emergencies. Because Lifesaving involves swimming assists, the Scout is expected to arrive to camp having strong swimming skills. A 400 yd. swimming prerequisite will be required from each Scout on the first day. Scouts that are unable to perform the prerequisite in good form will not be allowed to challenge the remaining requirements for the merit badge.

Prerequisites: Swimmer Classification, Swimming Merit Badge (recommended)
Additional Cost: None
Location: Aquatics

Notes: Please make sure that every Scout taking Lifesaving MB brings a pair of jeans, a long-sleeved button-up shirt with a collar, belt, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #7e, 20 second rescue, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge.

Swimming Merit Badge

Intermediate

Swimming MB 1(BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Swimming MB 2(BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

While this merit badge is recommended for Scouts age 12 and older, younger candidates with an extensive swimming background may be able to meet all or most of the requirements with little or no formal instruction. Most Scouts, however, will need instruction on proper technique prior to completing the requirements.

Prerequisites: Swimmer Classification
Additional Cost: None
Location: Aquatics

Notes: Please make sure that every Scout taking Swimming MB **brings** a pair of jeans, a long-sleeved button-up shirt, belt with a collar, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge.

Open Boating

Intermediate

Open Boating
Monday through Thursday 2pm – 5pm

Practice your canoeing and rowing skills, or take a boat out to have fun.

Prerequisites: Swimmer Classification
Additional Cost: None
Location: Aquatics

Notes: You do not need to sign up ahead of time for this program. Just show up any time during open boating and enjoy the water. Please make sure you bring a buddy!

Canoeing Merit Badge

Intermediate

Canoeing MB 1(BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Canoeing MB 2(BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. This badge is designed for Scouts age 12 and older.

Prerequisites: Swimmer Classification
Additional Cost: None
Location: Aquatics

Notes: Scouts must be classified as a swimmer to work on this merit badge. Every participant in canoeing instruction should fully understand and appreciate the limits of ability and experience.

Rowing Merit Badge

Intermediate

Rowing MB 1(BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Rowing MB 2(BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

Rowing, the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. Scouts will learn how to identify the basic parts of the rowboat and the oar, as well as, perform maneuvers and rescue techniques.

Prerequisites: Swimmer Classification
Additional Cost: None
Location: Aquatics

Notes: Scouts must be classified as a swimmer to work on this merit badge. Every participant in rowing instruction should fully understand and appreciate the limits of ability and experience.

Open Swimming

Beginner

Open Swimming
Monday through Thursday 2pm – 5pm

Looking for a way to cool off from the hot summer heat? Come down to aquatics for open swim! The non-swimmer, beginner, and swimmer areas will be available for use so you can practice your strokes, dives, or just enjoy the water.

Prerequisites: None
Additional Cost: None
Location: Aquatics

Notes: You do not need to sign up ahead of time for this program. Just show up any time during open swim and enjoy the water. Please make you bring a buddy that has the same swim classification.

Scoutcraft Programs

Wilderness Survival Merit Badge

Intermediate

Wilderness Survival MB 1 (BH – MW 1&2)

Monday and Wednesday 9am – 12pm

Wilderness Survival MB 2 (BH – TR 1&2)

Tuesday and Thursday 9am – 12pm

Survival in the wilderness does not depend so much on what you have, but on your knowledge and ability to use what you have. How do you think you would fare in a survival situation? Could you build a shelter? Could you light a fire without matches? Could you forage for food and purify water? This merit badge prepares you, because one day you may need it.

Prerequisites: None

Additional Cost: None

Location: Scoutcraft

Notes: Scouts in Wilderness Survival merit badge must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnighiter; where staff will oversee the construction of the shelters and supervise Scouts overnight. Scouts will only be allowed to bring a sleeping bag and their survival kit.

Pioneering Merit Badge

Advanced

Pioneering MB 1 (BH – MW 1&2)

Monday and Wednesday 9am – 12pm

Pioneering MB 2 (BH – TR 1&2)

Tuesday and Thursday 9am – 12pm

Pioneering is the art of using ropes and wooden spars joined by lashings and knots to create a structure. It can be used for constructing small items such as camp gadgets up to larger structures such as bridges and towers. Pioneering is used to teach practical skills, teamwork and problem solving. Skills include knot tying, lashing, whipping, splicing, and skills related to the use, care and storage of ropes, spars and related pioneering equipment.

Prerequisites: None

Additional Cost: None

Location: Scoutcraft

Notes: Scouts in Pioneering merit badge must carry out a pioneering project. Scouts should complete it by participating in the Scoutcraft pioneering project.

Camping Merit Badge

Intermediate

Camping MB 1 (BH – MW 3&4)

Monday and Wednesday 2pm – 5pm

Camping MB 2 (BH – TR 3&4)

Tuesday and Thursday 2pm – 5pm

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

Prerequisites: None

Additional Cost: None

Location: Scoutcraft

Notes: Scouts in Camping merit badge have the opportunity to complete requirement 9c during the camp conservation project. Scouts will need to turn in the merit badge checklist to their counselor prior to Thursday. Scouts will also need to complete the rappelling requirement. The climbing tower will be available for this Monday, Tuesday, and Wednesday evening from 7pm until 9pm.

Emergency Preparedness

Advanced

Emergency Preparedness MB 1 (BH – MW 1&2)

Monday and Wednesday 9am – 12pm

Emergency Preparedness MB 2 (BH – TR 1&2)

Tuesday and Thursday 9am – 12pm

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency

Prerequisites: First Aid Merit Badge (Requirement #1)

Additional Cost: None

Location: Scoutcraft

Notes: Scouts in Emergency Preparedness merit badge must show proof of First Aid merit badge prior to starting this badge. Attendance in the emergency drill is mandatory for completion; see the Scoutcraft Director for additional information.

Cooking Merit Badge

Beginner

Cooking MB 1 (BH – MW 3&4)

Monday and Wednesday 2pm – 5pm

Cooking MB 2 (BH – TR 3&4)

Tuesday and Thursday 2pm – 5pm

The cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary careers available.

Prerequisites: None

Additional Cost: None

Location: Scoutcraft

Notes: Throughout the week, Scouts will have plenty of opportunities to cook in their campsite. This can be set up 24 hours in advance with your Commissioner.

First Aid Merit Badge

Advanced

First Aid MB 1 (BH – MW 3&4)

Monday and Wednesday 2pm – 5pm

First Aid MB 2 (BH – TR 3&4)

Tuesday and Thursday 2pm – 5pm

For many years, boy Scouts have been credited for coming to the aid of people in need. Whether someone is in a life or death situation, or is merely suffering from a minor cut, knowing how to properly assist a person in need until professional care is available is an invaluable resource and skill to learn. This rigorous merit badge will show you how to act quickly and carefully should you ever come upon a situation of someone in need.

Prerequisites: None

Additional Cost: None

Location: Scoutcraft

Notes: Scouts will need to arrive to camp with current knowledge of all first aid requirements for Tenderfoot Rank, Second Class Rank, and First Class Rank. Scouts will also have to provide materials for the first aid kit for Requirement 2d.

Nature Programs

Environmental Science Merit Badge

Advanced

Environmental Science MB 1

(BH – MW 1&2)

Monday and Wednesday 9am – 12pm

Environmental Science MB 2

(BH – TR 1&2)

Tuesday and Thursday 9am – 12pm

The BSA has taught more than 110 million young environmentalists throughout its history. Currently, the BSA continues to train the youth of America in principles of conservation and environmental science. While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmentalist, making observations and carrying out experiments to investigate the natural world. Environmental Science is one of the required merit badges for the World Conservation Award as well as the William T. Hornaday Award.

Prerequisites: None

Additional Cost: None

Location: Nature/Ecology - Conservation

Notes: All paperwork for Environmental Science is requested by Thursday by 5pm. Scouts are encouraged to complete paperwork requirements prior to arriving at camp. Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

Fish and Wildlife Management Merit Badge

Advanced

Fish and Wildlife Management MB 1

(BH – MW 1&2)

Monday and Wednesday 9am – 12pm

Fish and Wildlife Management MB 2

(BH – TR 1&2)

Tuesday and Thursday 9am – 12pm

Wildlife management is the science and art of managing the wildlife, both animals and fish, with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy. Fish and Wildlife merit badge is one of the elective merit badges for the World Conservation Award and the William T. Hornaday Award.

Prerequisites: None

Additional Cost: None

Location: Nature/Ecology - Conservation

Notes: Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

Nature Merit Badge

Intermediate

Nature MB 1 (BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Nature MB 2 (BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

There is a very close connection between the soil, the plants, and all animal life. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature. Nature merit badge is one of the elective merit badges for the William T. Hornaday Award.

Prerequisites: None
Additional Cost: None
Location: Nature/Ecology - Conservation

Notes: Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

Fishing Merit Badge

Beginner

Fishing MB 1 (BH – MW 3&4)
Monday and Wednesday 2pm – 5pm
Fishing MB 2 (BH – TR 3&4)
Tuesday and Thursday 2pm – 5pm

Baden-Powell said that every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish. Fishing merit badge is one of the elective merit badges for the William T. Hornaday Award.

Prerequisites: None
Additional Cost: None
Location: Nature/Ecology - Conservation

Notes: Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

Geology Merit Badge

Beginner

Geology MB 1 (BH – MW 4)
Monday and Wednesday 3:30pm – 5pm
Geology MB 2 (BH – TR 3)
Tuesday and Thursday 2pm – 3:30pm

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence. Geology merit badge is one of the elective merit badges for the William T. Hornaday Award.

Prerequisites: None
Additional Cost: None
Location: Nature/Ecology - Conservation

Notes: Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

Soil and Water Conservation Merit Badge

Intermediate

Soil and Water Conservation MB 1 (BH – MW 3&4)

Monday and Wednesday 2pm – 5pm

Soil and Water Conservation MB 2 (BH – TR 3&4)

Tuesday and Thursday 2pm – 5pm

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly. Soil and Water Conservation merit badge is one of the elective merit badges for the World Conservation Award and the William T. Hornaday Award.

Prerequisites: None

Additional Cost: None

Location: Nature/Ecology - Conservation

Notes: Scouts taking Soil and Water conservation are required to participate in the soil and water conservation project in conjunction with Scouts working on the camping conservation project. See the Nature Director for details. Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

Mammal Study Merit Badge

Beginner

Mammal Study MB 1 (BH – MW 3)

Monday and Wednesday 2pm – 3:30pm

Mammal Study MB 2 (BH – TR 4)

Tuesday and Thursday 3:30pm – 5pm

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal. Mammal Study merit badge is one of the elective merit badges for the William T. Hornaday Award.

Prerequisites: None

Additional Cost: None

Location: Nature/Ecology - Conservation

Notes: Some Ecology merit badges require observation and lengthy outside requirements. Please consult the merit badge pamphlet prior to arriving at camp.

Shooting Sports Programs

Rifle Shooting Merit Badge

Intermediate

Rifle Shooting MB 1
(BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Rifle Shooting MB 2
(BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

In addition to being just plain fun, Rifle Merit Badge is something where Scouts learn the importance and discipline of doing exciting things in a safe manner. It is also an activity where the Scout learns that by utilizing proper technique and practicing he can achieve success and attain his goals. Rifle shooting is fun, a challenge and teaches important lessons.

Prerequisites: None
Additional Cost: None
Location: Rifle Range

Notes: Scouts participating in Rifle Shooting merit badge need to have a copy of the merit badge book and bring a writing instrument with them to each class. Participation in the safety sessions is mandatory.

Archery Merit Badge

Intermediate

Archery MB 1 (BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Archery MB 2 (BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

For over 64,000 years man has been utilizing a bow and arrow. Archery is the staple of cave men, knights, and some of history's greatest warriors. As in other shooting sports, Scouts are challenged to learn the importance of safety and discipline while using the bow and arrow in a safe manner. As the Scout masters technique he is rewarded with patience and perseverance.

Prerequisites: None
Additional Cost: None
Location: Archery Range

Notes: Scouts in Archery merit badge will be required to construct a bowstring and an arrow. See the Archery Director for details.

Shotgun Shooting Merit Badge

Advanced

Shotgun Shooting MB 1
(BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Shotgun Shooting MB 2
(BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

The Shotgun Merit Badge teaches Scouts the same type of self-discipline and safety required in other shooting sports. It also helps the Scout develop coordination between brain, motor movement and eye. This type of coordination is useful in many aspects of life. Knocking down those clays is satisfying and fun too!

Prerequisites: None
Additional Cost: \$27. Fee includes the cost of ammunition and targets necessary to meet the proficiency requirement.
Location: Shotgun Range

Notes: One of the more challenging merit badges at camp. Scouts in Shotgun Shooting merit badge are encouraged to be older in age and maturity.

Open Rifle

Beginner

Open Rifle

Monday through Thursday 2pm – 5pm

Come on down to the rifle range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

Prerequisites: None

Additional Cost: None

Location: Rifle Range

Notes: You do not need to sign up for Open Rifle ahead of time. Just come down to the range during open time. Don't forget to bring your buddy.

Open Archery

Beginner

Open Archery

Monday through Thursday 2pm – 5pm

Come on down to the archery range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

Prerequisites: None

Additional Cost: None

Location: Archery Range

Notes: You do not need to sign up for Open Archery ahead of time. Just come down to the range during open time. Don't forget your buddy.

Open Shotgun

Intermediate

Open Shotgun

Monday through Thursday 2pm – 5pm

Come on down to the shotgun range to shoot. This is great for Scouts who have never shot before or who want to brush up on their skills.

Prerequisites: None

Additional Cost: \$0.50 per shot

Location: Shotgun Range

Notes: You do not need to sign up for Open Shotgun ahead of time. Just come down to the range during open time. Don't forget your buddy.

Handicraft Programs

Indian Lore Merit Badge

Intermediate

Indian Lore MB 1 (BH – MW 1&2)

Monday and Wednesday 9am – 12pm

Indian Lore MB 2 (BH – TR 1&2)

Tuesday and Thursday 9am – 12pm

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.

Prerequisites: None

Additional Cost: Supplies required to complete requirement 2.

Location: Handicraft

Notes: Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.

Basketry Merit Badge

Beginner

Basketry MB 1 (BH – MW 1&2)

Monday and Wednesday 9am – 12pm

Basketry MB 2 (BH – MW 3&4)

Monday and Wednesday 2pm – 5pm

Basketry MB 3 (BH – TR 1&2)

Tuesday and Thursday 9am – 12pm

Basketry MB 4 (BH – TR 3&4)

Tuesday and Thursday 2pm – 5pm

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends

Prerequisites: None

Additional Cost: Supplies required to complete requirement #3.

Location: Handicraft

Notes: Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project kits/materials.

Leatherwork Merit Badge

Beginner

Leatherwork MB 1 (BH – MW 1&2)
Monday and Wednesday 9am – 12pm
Leatherwork MB 2 (BH – TR 3&4)
Tuesday and Thursday 2pm – 5pm

Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding; and learn how to preserve and protect leather items so they will last a lifetime and beyond

Prerequisites: None

Additional Cost: Supplies required to complete requirement #3.

Location: Handicraft

Notes: This merit badge has requirements that involve written requirements. Testing begins Monday morning and ends Friday at 12pm. Testing can be completed anytime when the program area is open. Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project

Sculpture Merit Badge

Beginner

Sculpture MB 1 (BH – MW 3&4)
Monday and Wednesday 2pm – 5pm
Sculpture MB 2 (BH – TR 3&4)
Tuesday and Thursday 2pm – 5pm

Whether you're a Modernist or a Minimalist, this merit badge introduces Scouts to sculpture, an art form that allows an artist to express what he sees and feels by using these three dimensions by shaping materials such as clay, stone, metal, and wood.

Prerequisites: None

Additional Cost: None

Location: Handicraft

Notes:

Woodcarving Merit Badge

Intermediate

Woodcarving MB 1 (BH – MW 3&4)
Monday and Wednesday 2pm – 5pm
Woodcarving MB 2 (BH – TR 1&2)
Tuesday and Thursday 9am – 12pm

For this merit badge, Scouts need to learn basic woodcarving cuts and create two projects. Every Scout has a knife and loves to use it. Offering this merit badge early in a Scout's career teaches him proper use and safety so he can expand his skills throughout his time in Scouting. The Wood Carving Merit Badge requires Scouts to earn their Totin' Chip as a part of this merit badge requirements.

Prerequisites: None

Additional Cost: Supplies required to complete requirements #6 & #7.

Location: Handicraft

Notes: This merit badge has requirements that involve written requirements. Testing begins Monday morning and ends Friday at 12pm. Testing can be completed anytime when the program area is open. Project kits and materials for merit badges offered at handicraft will be available through the Trading Post. Please bring enough money to cover the cost of materials for merit badges offered at handicraft. See camp trading post for availability as well as pricing of project

Pathfinder

Pathfinder (First Year Camper Program)

Beginner

Pathfinder (BH – MTWR 1&2)

Monday through Thursday 9am – 12pm

Prerequisites: None

Additional Cost: None

Location:

Our *Pathfinder* program allows first year campers to complete merit badges, visit outposts, and take part in troop activities, and better experience Owasippe for themselves all while participating in a structured, engaging, and interactive outdoor education experience. The purpose of, *Pathfinder*, is to provide Scouts visiting Owasippe for the first time with an opportunity to complete many of the outdoor skill based requirements for the ranks of Tenderfoot, Second Class, and First Class.

Pathfinder is facilitated by the best counselors and staff Owasippe Scout Reservation has to offer. In addition to adult leadership provided by a Scout's troop, *Pathfinder* will be supervised, implemented, and facilitated by our experienced and knowledgeable Commissioner staff, as well as select key leadership of each program area.

In order to complete these requirements, each Scout enrolled in the program will spend time in the Scoutcraft, Nature, and Aquatics, respectively. Additionally, each Scout is also encouraged to enroll in Merit Badge classes to help supplement their skills and to complete additional rank requirements not covered within *Pathfinder* instructional times. Recommended merit badges may include: Leatherwork, Mammal Study, Cooking, and Basketry.

Notes: *Pathfinder* is not simply aimed towards rank advancement, but also to encourage fellowship and fun at Owasippe. Each Scout will participate in patrol building games, receive a patch, participate in camp-wide flag raising ceremonies, and take part in a graduation ceremony honoring them amongst the entire camp. *Pathfinder* is a program designed as a supplement to our existing program structure.

Camp Wide Programs: Camp Blackhawk

Bar Code Throw Down

Every Scout's dream is to have a staff member be the waiter for their table. How does your troop earn this award? Being conservation minded, your troop collects the bottles and cans that they consume throughout the week. On Friday during the SPL meeting, have your bottle and cans brought down to the dining hall to be counted, (Sorry, plastic jugs will not be counted). The troop with the largest number turned in will receive staff waiters at dinner on Friday.

Blackhawk Beach Party (New for 2012!)

Taking place on Friday afternoon starting at 3 p.m., this is our version of good old family time. Join the Blackhawk staff and every camper down at the Aquatics area for food, fun, competition, and fellowship. The staff will provide activities as well as events that will allow your troop to become the camp-wide champions. Also held at this time will be the Dutch Oven Cook-off, where you can create whatever you like as long as it is made in a Dutch oven. This is a great opportunity for leaders and Scouts to show off their cooking skills and put them up for judging against the creations of your peers! Blackhawk staff will judge entries, with ratings based on overall quality, taste, creativity, appearance, and name. Entries will be judged in two categories, one for desserts and one for meals.

Senior Patrol Leader Service Corps (New for 2012!)

Available to Senior Patrol Leaders and Assistant Senior Patrol Leaders while in camp this summer. This supplemental program will give junior leadership, on the troop level, several tasks to complete while they look for more opportunities to show their leadership skills. Junior leadership will be required to attend several meetings as well as a gathering on Tuesday night where they will acquaint themselves with the staff and their peers. Throughout the week, participants in the program will take on challenges that will test their ability to motivate, inspire, and cultivate outdoor learning. The program will recognize those SPLs and ASPLs that go above and beyond the duties of their office while at camp. See your Commissioner for more details.

Vespers

A Scout is Reverent. Join the staff Tuesday evening after dinner for a short, non-denominational religious service to give thanks for all you have and the beauty that surrounds you and your Scouts at Owasippe. Class A field uniforms are recommended. Evening programs will not start until the vespers service has concluded.

Evening Program: Camp Blackhawk

Sunday Night (Special)

Camp-Wide Tour (Flagpole)

Scouts looking to familiarize themselves with locations of our program areas will have the opportunity to attend the camp-wide tour. This scenic stroll through camp will provide your Scouts with information regarding what is offered in each program area as well as some pertinent rules and procedures. The Camp-Wide Tour is strongly recommended for all first-year Scouts. Please meet at the flagpole, located outside the Dining Hall, at 8:00 p.m.

Opening Campfire (Flagpole or Campsite)

All troops in camp are invited to attend our opening campfire on Sunday night. This campfire, performed by the staff, will set the enthusiasm bar for the week. Scouts looking to perform in the closing campfire should pay attention to the performances given by the staff to gather ideas to share with their fellow campers. It is important to note that the OA Call-Out ceremony will happen at the opening campfire. Troops staying in site 9 through 20 should meet at the flagpole outside the Dining Hall at 8:30p.m. Troops staying in sites 1 through 8 should meet at the entrance to your campsite; we will pick you up on the way to our beautiful fire bowl. Class A uniform, with OA sash, is strongly suggested.

Monday Night (7pm – 9pm)

Totin' Chip & Firem'n Chit Demonstration (Scoutcraft):

Strongly recommended for Pathfinders, during evening program on Monday night you can experience a Totin' Chip and Firem'n Chit demonstration. This demonstration is designed to show the techniques needed to obtain Totin' Chip and Firem'n Chit. However, counselors will not be able to sign off anyone for their Totin' Chip or Firem'n Chit. This is the responsibility of a unit leader; blank Totin' Chip and Firem'n Chit cards are available at the trading post.

Black Powder Shooting (Rifle Range):

Down at the rifle range, you can try shooting a black powder rifle just like they did during the revolutionary war!

Lap Swim/Mile Swim (Aquatics):

Lap swim is required of mile/channel swim participants as a way to progressively increase the amount of distance that you swim each day, ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile/channel swim. An approved float plan and two experienced rowers are required to complete the mile swim.

OA Ice Cream Social (Dining Hall):

After evening program, on Monday night (around 9:30 p.m.), please join your fellow Arrowmen for a social gathering over a bowl of delicious ice cream! This event is open to all Order of the Arrow members from any lodge. Catch up on current events, pay your dues, learn about sealing your

membership, or just hang out in the company of fellow Arrowmen. Just bring proof of membership for a tasty treat!

Tuesday Night (following Vespers)

SPL/ASPL Gathering (Dining Hall):

Have you ever thought about where your volunteer Scouting path can take you? Well come down to the Dining Hall on Tuesday night for a great evening filled with fun, fellowship, and information regarding opportunities for junior leadership. This event is sanctioned for those participating in the **Senior Patrol Leader Service Corps**.

Lap Swim/Mile Swim (Aquatics):

Lap swim is required of mile/channel swim participants as a way to progressively increase the amount of distance that you swim each day; ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile/channel swim. An approved float plan and two experienced rowers are required to complete the mile swim.

William Tell Challenge (Archery Range):

Take a “shot” at being William Tell! Step up to the shooting line, take a proper stance, get the correct grip, prepare your arrow, take aim, and Whoosh! The apple is split in half! Scouts and leaders, come out and see if you can hit that pesky apple. Each competitor will have two arrows to shoot, with prizes for a successfully shot apple.

Pathfinder Rifle Range Introduction (Rifle Range):

To introduce Pathfinders to rifle shooting we will teach them basic safety procedures, then we will give your first year Scouts the opportunity to shoot at giant mosquitoes in search of blood and/or at monsters fleeing a saloon via windows and doors. Scouts will have an awesome time shooting at something a little more interesting than a ringed target. Those Pathfinders who enjoy the fun and challenge of shooting can return during open shooting and try their skill at target shooting.

Wednesday Night (7pm – 9pm)

Snorkeling, BSA (Aquatics):

The Snorkeling, BSA requirements introduce Scouts to the special skills, equipment, and safety precautions associated with snorkeling; encourage the development of aquatics skills that promote fitness and recreation; and provide a foundation for those who later will participate in more advanced underwater activity.

Wilderness Survival Overnighter (Scoutcraft):

Scouts in **Wilderness Survival merit badge** must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnigher; where staff will oversee the construction of the shelters and supervise Scouts overnight.

Monster Night (Rifle Range):

Have you ever seen one of those movies where the good guys shoot the monster, and the monster changes color and grow in size? That's what we will make happen on MONSTER night at the rifle range. The Scouts, with their rifles, will make the monster change color right before their very eyes! After the color change has taken place the MONSTER will grow, adding head or heads or tails to its already gruesome looking persona. Send your Scouts to the rifle range for all the fun!

Thursday Night (7pm – 9pm)

Lap Swim/Mile Swim (Aquatics):

Lap swim is required of mile/channel swim participants as a way to progressively increase the amount of distance that you swim each day; ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile/channel swim. An approved float plan and two experienced rowers are required to complete the mile swim.

Pioneering Project (Scoutcraft):

Scouts in **Pioneering merit badge** must plan and carry out a pioneering project. Scouts should complete this requirement by participating in the Scoutcraft pioneering project. See the Scoutcraft Director for details.

Conservation Project (Nature):

Scouts taking **Soil and Water Conservation** or **Camping merit badge** are required to participate in the soil and water conservation project. See the Nature Director for details.

The Pie Plate Leader's Challenge (Rifle Range):

Here's the deal! First, your troop convinces your Scoutmaster that they or the troop's best shot will have no problem shooting our pie plate. The Scoutmaster, of course, agrees, knowing that your best shot can handle hitting the center of some old pie plate – no problem. If all goes according to your plan, your best shooter hits the pie plate as specified (5 shots) and then someone from your troop gets to throw a pudding-cream (could be vanilla, tapioca or chocolate) pie in the face of the shooting sports director at the closing campfire. However, should something go awry in your plan and your troop's shooter actually misses, your Scoutmaster will get to taste that yummy pudding-cream pie applied directly to their face, at the closing campfire. Sound like fun, don't you think? Is YOUR troop ready to take the challenge?

Friday Night (Special)

Closing Campfire (Flagpole or Campsite)

Looking for a way to celebrate the week of fun? Please join us Friday night for our closing campfire. Scouts in camp will perform the acts of the evening, supplemented with recognition and announcements from the staff. Troops staying in site 9 through 20 should meet at the flagpole outside the Dining Hall at 8:30pm. Troop staying in sites 1 through 8 should meet at the entrance to your campsite; we will pick you up on the way to our beautiful fire-bowl. Class A uniform, with OA sash, is strongly suggested

High Adventure and Outpost Programs

Owasippe has an exciting high adventure and outpost program for Scouts of all ages. In this section are the areas and program details. It is important to note that a receipt will be issued at check-in or if any programs are signed up for after check-in. Participants must bring the pink copy of this receipt as proof of registration and payment.

Diamond O Ranch

Nestled off Silver Creek Road, just a short distance from the Administration Center, the Diamond O Ranch provides Owasippe campers with unique experiences not always found at resident summer camps. There are many routes and trails near the corral, which are used for trail rides and for teaching merit badge. Programs offered include:

- Horsemanship Merit Badge
- Horse Trail Rides
- Wrangler Outpost

Crown Lodge

Crown Lodge, named after Robert Crown, is used as a base for activities at Owasippe that need a large amount of space. After entering the Camp Crown/Camp Carlen entrance, take the split to the left, and park in the appropriate parking areas. Programs offered at the Crown Lodge:

- Astronomy Merit Badge
- Space Exploration Merit Badge
- Star Hikes

COPE/Climbing

On the entrance road to Camp Carlen, you will find both the COPE and Climbing program areas. The Charles Nagel C.O.P.E. Course is the reservation's Project COPE facility. Also at the C.O.P.E. base is a 30 ft. high climbing wall known as the Chris Hill Memorial Climbing Tower. Parking is provided across from the program areas. Programs provided:

- COPE
- Open Climbing
- Climbing Merit Badge
- Leader COPE

Owasippe Maintenance Building

The Owasippe Maintenance building is found between the food preparation building and Administration Center. If you need a tool, they probably have it. This includes all necessary tools, liquids, and parts to complete any automotive issue. Programs offered:

- Automotive Maintenance Merit Badge

Fossett Sailing Base at Blackhawk Aquatics

Big Blue Lake provides Owasippe not only with beauty but also a natural resource for all boating activities. Whether it's wind-, human-, or gas-powered, if it's on the lake, you will find it here. Take the road into Camp Blackhawk, and park in one of the two parking lots. After that, it is a short walk past the dining hall to the lake. Programs offered:

- Small Boat Sailing Merit Badge
- Open Sailing
- Water Sports Merit Badge
- Lake Tubing
- Motor Boating Merit Badge
- Fishing Outpost

Canoeing Outpost and Trip Programs

Discover the beauty that is often overlooked at Owasippe. Both the canoeing outpost and river tubing provide opportunities to see Owasippe from a completely different perspective. Canoeing outpost is located near the Wolverine boat docks, which is a short walk for Wolverine campers. All others must use the provided parking near the Wolverine Lodge. River tubing pick-ups vary by camp, and can be arranged through the High Adventure Director.

- River Tubing
- Canoeing Outpost

Photo Hut

The Photo Hut is within walking distance for Camp Wolverine campers, but requires driving for Camp Blackhawk campers. The Photo Hut is located in the old Wolverine south pool house, and near the Handicraft area. Programs Offered:

- Photography Merit Badge
- Radio Merit Badge

Camp Reneker

Camp Reneker is Owasippe's family camp, located in a short trip from the Administration Center. Take Russell Road south, and turn east on Holton-Whitehall Road. Parking is provided before you reach the lodge.

- Theatre Merit Badge

Horsemanship Merit Badge

Advanced

Horsemanship MB (HA – MTWR 1&2)
Monday through Thursday 9am – 12pm

Learn basic horsemanship skills including how to tack up a horse, basic care and health, breeds, history, as well as riding skills including walk, trot, and canter.

Prerequisites: None
Additional Cost: \$35
Location: Diamond O Ranch
Maximum Participants: 10

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required.

Horse Trail Rides

Beginner

Horse Trail Ride 1 (HA – M 3)
Monday 2pm – 3:30pm
Horse Trail Ride 2 (HA – M 4)
Monday 3:30pm – 5pm
Horse Trail Ride 3 (HA – T 3)
Tuesday 2pm – 3:30pm
Horse Trail Ride 4 (HA – T 4)
Tuesday 3:30pm – 5pm
Horse Trail Ride 5 (HA – W 3)
Wednesday 2pm – 3:30pm
Horse Trail Ride 6 (HA – W 4)
Wednesday 3:30pm – 5pm
Horse Trail Ride 7 (HA – R 3)
Thursday 2pm – 3:30pm
Horse Trail Ride 8 (HA – R 4)
Thursday 3:30pm – 5pm

See Owasippe from a whole different angle – from the back of a horse! This program caters to everyone from participants who have never seen a horse to professional riders. Trail rides are intended to be an introduction to riding, as well as an opportunity to see parts of the camp you can only see on horseback.

Prerequisites: None
Additional Cost: \$20 (Chicago Area Council Scouts are Free)
Location: Diamond O Ranch
Maximum Participants: 10

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required. Ranch staff reserves the right to deny ride to any participant for any reason, including improper attire, behavior, or lack of waiver form.

Wrangler Outpost

Intermediate

Wrangler Outpost 1 (HA – M 5&6)

Monday, 5pm – Tuesday, 8am

Wrangler Outpost 2 (HA – T 5&6)

Tuesday, 5pm – Wednesday, 8am

Wrangler Outpost 3 (HA – W 5&6)

Wednesday, 5pm – Thursday, 8am

Have you ever dreamt of being a cowboy--traveling on horseback, cooking over a fire, just your pals and the open range? How about spending a night in a teepee? Wrangler Outpost is an overnight program in which Scouts and leaders alike will be able to spend a night underneath the stars with horses. After riding to the outpost, participants will cook dinner over an open fire, play games, learn about horse history and branding, swap campfire stories, and more! Meanwhile, they'll get to experience the fellowship and camaraderie of the open range. In the morning, they'll ride back to the ranch, have breakfast, and travel on their merry way, without missing a minute of merit badge classes. So, sign up for Wrangler before this great opportunity rides off into the sunset!

Prerequisites: None

Additional Cost: \$30

Location: Diamond O Ranch

Maximum Participants: 10

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required. Ranch staff reserves the right to deny ride to any participant for any reason, including improper attire, behavior, or lack of waiver form. Program includes Dinner and Breakfast the following morning. Participants should be picked at 8am.

Astronomy Merit Badge

Intermediate

Astronomy MB 1 (HA – MW 3&4)

Monday and Wednesday, 2pm – 5pm

Astronomy MB 2 (HA – TR 3&4)

Tuesday and Thursday, 2pm – 5pm

The Astronomy Merit Badge was one of the Original 57 Merit Badges issued by the Boy Scouts of America in 1911. In Astronomy Merit Badge, Scouts will get the opportunity to study the stars, planets, galaxy, and universe while they complete their badge. They will learn about the planets' movement, what the different types of stars are, and even have the chance to observe them and sketch them. In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars. Classes will meet at the new Astronomy Outpost, and all materials for the merit badge will be provided.

Prerequisites: None

Additional Cost: \$10

Location: Crown Lodge

Maximum Participants: 15

Notes: Scouts will also need to meet at 10-10:30pm M-TH to complete star observations. Requirement 8 of Astronomy Merit Badge cannot be completed at camp, as it involves visiting a planetarium or observatory. Scouts will be given a pamphlet at the end of the week that details how to complete the badge on their own.

Space Exploration Merit Badge

Intermediate

Space Exploration MB 1 (HA – MW 1&2)

Monday and Wednesday, 9am – 12pm

Space Exploration MB 2

(HA – TR 1&2)

Tuesday and Thursday, 9am – 12pm

Have you ever wondered what it would be like to be an astronaut, or to work for N.A.S.A.? To build rockets? Then the Space Exploration Merit Badge is for you! Scouts will discover the science behind rocket engines, the history of mankind's first steps into the great beyond, and the pioneers whose dreams made it all possible. The Scouts will also build and launch their very own rocket! This badge is a good badge for first year Scouts, or for anyone with an interest in science.

Prerequisites: None

Additional Cost: \$25

Location: Crown Lodge

Maximum Participants: 15

Notes: The cost of the rocket kit is covered by the merit badge fee.

Star Hikes

Beginner

Star Hike 1

Monday, 9:30pm – 10:30pm

Star Hike 2

Wednesday, 9:30pm – 10:30pm

If you ever find yourself looking to the stars for answers, pondering how people of the past viewed the heavens, then grab your favorite camp chair and come on a Star Hike. Lie back, relax, and gaze into the heavens as our staff regales you with the colorful stories of cosmic folklore. This figurative 'hike through the stars' will transport listeners on a journey through time as well as space, as attendees hear the legends and lore of a different ancient civilization each hike. Each star hike will educate and entertain, and the only walking necessary is to and from the car!

Prerequisites: None

Additional Cost: None

Location: Crown Lodge

Notes: Program is dependent on the weather. Cancellations will be communicated to the camp offices by 9pm.

COPE

Intermediate

COPE 1 HA – MW 1&2)

Monday and Wednesday, 9am – 12pm

COPE 2 (HA – MW 3&4)

Monday and Wednesday, 2pm – 5pm

COPE 3 (HA – TR 1&2)

Tuesday and Thursday, 9am – 12pm

COPE 4 (HA – TR 3&4)

Tuesday and Thursday, 2pm – 5pm

2012 brings a small change to the former C.O.P.E. program. Streamlined to include both Low and High C.O.P.E., the program offers an opportunity to challenge your troop to develop problem solving skills, build trust with one another, and learn to work together as a team while also challenging the individual Scout to traverse a series of rope and cable elements suspended over 30 feet above the ground. The first day of C.O.P.E. will involve the elements of the Low program, and prepare Scouts to meet the rigors and challenges of High C.O.P.E. The second day, supported by their group members and the staff, participants will be encouraged to confront their fears, push their own limits, and expand their comfort zones. High C.O.P.E. will give participants the challenge and thrill of a lifetime! Additionally, participants receive a t-shirt and patch for participating.

Prerequisites: Must be 13 years old or older by September 1st, 2012.

Additional Cost: \$35 (\$20 for Chicago Area Council Scouts.)

Location: COPE Course

Maximum Participants: 24

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals.

Open Climbing

Beginner

Open Climbing 1 (HA – M 3)

Monday, 2pm – 3:30pm

Open Climbing 2 (HA – M 4)

Monday, 3:30pm – 5pm

Open Climbing 3 (HA – T 3)

Tuesday, 2pm – 3:30pm

Open Climbing 4 (HA – T 4)

Tuesday, 3:30pm – 5pm

Open Climbing 5 (HA – W 3)

Wednesday, 2pm – 3:30pm

Open Climbing 6 (HA – W 4)

Wednesday, 3:30pm – 5pm

Open Climbing 7 (HA – R 3)

Thursday, 2pm – 3:30pm

Open Climbing 8 (HA – R 4)

Thursday, 3:30 – 5pm

Our 32-foot vertical tower is waiting for the adrenaline junkie to scale its many sides! Come enjoy the ever-changing themes, fun, and challenges of a climbing evening!

Prerequisites: None

Additional Cost: \$10

Location: Climbing Tower

Maximum Participants: 12

Notes: Participants must wear closed-toed shoes with a back. (No flip-flops, crocs, or sandals.)

Climbing Merit Badge

Intermediate

Climbing MB 1 (HA – MW 1&2)
Monday and Wednesday, 9am – 12pm
Climbing MB 2 (HA – TR 1&2)
Tuesday and Thursday, 9am – 12pm

In climbing merit badge, Scouts will learn about climbing as both a skill and a hobby. Through one-on-one tutorials, our trained staff imparts knowledge of the techniques and equipment used in modern climbing. Additionally, as they climb, Scouts will be encouraged to challenge themselves, push their limits, overcome their fears, and reach new heights of personal growth.

Prerequisites: None
Additional Cost: \$25
Location: Climbing Tower
Maximum Participants: 12

Notes: Participants must wear closed-toed shoes with a back. (No flip-flops, crocs, or sandals.)

Automotive Maintenance Merit Badge

Advanced

Automotive Maintenance MB 1 (HA – MTWR 1&2)
Monday - Thursday, 9am – 12pm

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape. Scouts will receive intense instruction in all aspects of a motor vehicle, from simple tasks like changing oil to a more advanced job like brake replacement.

Prerequisites: None
Additional Cost: \$30
Location: Owasippe Maintenance Building
Maximum Participants: 15

Notes: Participants must wear long pants and closed-toe shoes. Have clothing that can get dirty.

Small Boat Sailing Merit Badge

Advanced

Small Boat Sailing MB 1 (HA – MW 1&2)

Monday and Wednesday, 9am – 12pm

Small Boat Sailing MB 2 (HA – TR 1&2)

Tuesday and Thursday, 9am – 12pm

All hands on deck! Are you interested in discovering the joys of sailing? Do you yearn to feel the rush of the wind as you fly across the water? Well then, consider taking Small Boat Sailing Merit Badge! At the Fossett Sailing Base, you'll be taught the basics of small boat sailing ranging from the care of your equipment to basic navigational skills and boating laws. After that, it's on to the water, where you'll get to sail back and forth across the open expanses of Big Blue Lake in one of our sailing dinghies. Worried? Don't be! After some practice, you'll be navigating your craft with calm skill and ease. Now, put on that PFD and get out there, sailor!

Prerequisites: Swimmer Classification

Additional Cost: \$25

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 16

Notes: Wolverine campers are required to bring their boating buddy tag to class every day.

Open Sailing

Intermediate

Open Sailing 1 (HA – M 3)

Monday, 2pm – 3:30pm

Open Sailing 2 (HA – M 4)

Monday, 3:30pm – 5pm

Open Sailing 3 (HA – T 3)

Tuesday, 2pm – 3:30pm

Open Sailing 4 (HA – T 4)

Tuesday, 3:30pm – 5pm

Open Sailing 5 (HA – W 3)

Wednesday, 2pm – 3:30pm

Open Sailing 6 (HA – W 4)

Wednesday, 3:30pm – 5pm

Open Sailing 7 (HA – R 3)

Thursday, 2pm – 3:30pm

Open Sailing 8 (HA – R 4)

Thursday, 3:30 – 5pm

Angling for an opportunity to sail, but already have the merit badge? Well, search no further! Sign up for a chance to enjoy the sights and sounds of Big Blue. With the wind at your back, you'll get to admire Camp Blackhawk's breathtaking coastline. So come on by. Everyone knows the Fossett Sailing Base is the perfect way to spend some free time.

Prerequisites: Swimmer Classification. Proficiency in sailing.

Additional Cost: \$10

Location: Sailing base at Blackhawk Aquatics

Maximum Participants: 20

Notes: Wolverine and Reneker campers need to bring their boat buddy tag with them.

Water Sports Merit Badge

Advanced

Water Sports MB 1 (HA – MTWR 1&2)

Monday – Thursday, 9am – 12pm

Water Sports MB 2 (HA – MTWR 3&4)

Monday-Thursday, 2pm – 5pm

Introduced in 2010, Water Sports Merit Badge will allow Scouts to develop their water skiing skills in a safe and fun environment. Give your Scouts the chance to experience this thrilling pastime for themselves!

Prerequisites: Swimmer Classification

Additional Cost: \$35

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 8

Notes: Wolverine campers need to bring their boating buddy tag to class every day. This is a difficult merit badge. Scouts with little or no water skiing experience will most likely get a partial.

Lake Tubing

Intermediate

Lake Tubing 1 (HA – M 5)

Monday, 7pm – 8pm

Lake Tubing 2 (HA – M 6)

Monday, 8pm – 9pm

Lake Tubing 3 (HA – T 5)

Tuesday, 7pm – 8pm

Lake Tubing 4 (HA – T 6)

Tuesday, 8pm – 9pm

Lake Tubing 5 (HA – W 5)

Wednesday, 7pm – 8pm

Lake Tubing 6 (HA – W 6)

Wednesday, 8pm – 9pm

Lake Tubing 7 (HA – R 5)

Thursday, 7pm – 8pm

Lake Tubing 8 (HA – R 6)

Thursday, 8pm – 9pm

Take advantage of all the thrills that Big Blue has to offer! Grab a friend and enjoy being pulled behind Blackhawk's super speedboat for a few laps around the lake and a high-speed tour around Big Blue Lake!

Prerequisites: Swimmer Classification

Additional Cost: \$5

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 6

Notes: Wolverine and Reneker campers must bring their boating buddy tag with to participate.

Motor Boating Merit Badge

Intermediate

Motor Boating MB 1 (HA – MW 1&2)
Monday and Wednesday, 9am – 12pm
Motor Boating MB 2 (HA – MW 3&4)
Monday and Wednesday, 2pm – 5pm
Motor Boating MB 3 (HA – TR 1&2)
Tuesday and Thursday, 9am – 12pm
Motor Boating MB 4 (HA – TR 3&4)
Tuesday and Thursday, 2pm – 5pm

If you ever wanted to learn how to operate a motorboat as well as the rules of the lake, this is the badge for you! Enjoy small-group tutorials on the care and maintenance of a personal watercraft, as well as the opportunity to actually drive one of Owasisippe's motorboats. Those wishing to find their inner captain should come aboard!

Prerequisites: Swimmer Classification and be 12 years of age or older.

Additional Cost: \$25

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 10

Notes: Wolverine campers must bring their boating buddy tag to class every day.

Fishing Outpost

Beginner

Fishing Outpost 1 (HA – M 5&6)
Monday, 7pm – 9pm
Fishing Outpost 2 (HA – T 5&6)
Tuesday, 7pm – 9pm
Fishing Outpost 3 (HA – W 5&6)
Wednesday, 7pm – 9pm
Fishing Outpost 4 (HA – R 5&6)
Thursday, 7pm – 9pm

Take a guided fishing trip out on to Big Blue Lake. Bait is provided and fishing equipment can be checked out. Open to Scouts and Leaders.

Prerequisites: Beginner Classification

Additional Cost: \$5

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 10

Notes: Participants over the age of 16 will have to acquire a fishing license. Inquire at the camp office for more information.

Orange Trail Hike

Orange Trail Hike
Wednesday, 5am – 8am

This 7-mile expedition around Lake Wolverine combines a challenging hike and fascinating Owasisippe history during the morning hours. The early time makes it perfect for seeing rare wildlife including turtles, porcupines, blue herons, and swans, as well as the chance to discover a few out-of-the-way places on the reservation. Flashlights are unnecessary and water is a must.

Prerequisites: None

Additional Cost: None

Location: Ad Center Flagpole

Notes:

River Tubing

Intermediate

River Tubing 1 (HA – M 1&2)

Monday, 9am – 12pm

River Tubing 2 (HA – M 3&4)

Monday, 2pm – 5pm

River Tubing 3 (HA – T 1&2)

Tuesday, 9am – 12pm

River Tubing 4 (HA – T 1&2)

Tuesday, 2pm – 5pm

River Tubing 5 (HA – W 1&2)

Wednesday, 9am – 12pm

River Tubing 6 (HA – W 3&4)

Wednesday, 2pm – 5pm

River Tubing 7 (HA – R 1&2)

Thursday, 9am – 12pm

River Tubing 8 (HA – R 3&4)

Thursday, 2pm – 5pm

Though camp life is a blast, sometimes you need a chance to recoup your energy. Well, if you find yourself in need of a break from the hustle and bustle of camp, look no further: High Adventure has you covered. During your stay at camp, you can sign up your troop for a nice relaxing tubing trip down the White River. Sit back in the summer sun and take a chance to enjoy nature's beauty and wonder. Tubing provides some time off your feet, and an opportunity to just drift along.

Prerequisites: Swimmer Classification

Additional Cost: \$15

Location: Consult camp office for pick-up and drop-off locations.

Maximum Participants: 20

Notes: Wear closed-toe footwear.

Canoeing Outpost

Intermediate

Canoeing Outpost 1 (HA – M 1&2)

Monday, 9am – 12pm

Canoeing Outpost 2 (HA – M 3&4)

Monday, 2pm – 5pm

Canoeing Outpost 3 (HA – T 1&2)

Tuesday, 9am – 12pm

Canoeing Outpost 4 (HA – T 3 &4)

Tuesday, 2pm – 5pm

Canoeing Outpost 5 (HA – W 1&2)

Wednesday, 9am – 12pm

Canoeing Outpost 6 (HA – W 3&4)

Wednesday, 2pm – 5pm

Canoeing Outpost 7 (HA – R 1&2)

Thursday, 9am – 12pm

Canoeing Outpost 8 (HA – R 3&4)

Thursday, 2pm – 5pm

Long before Owasippe was a camp, the canoe ruled the streams, rivers, and lakes of Western Michigan. Back then, with a paddle and canoe, the sights, sounds, and smells of nature were there to see, and you could explore to your heart's content. If you'd like to feel that kind of freedom again, and get out of the designated boating area, then come to Canoeing Outpost. Based on the shores of beautiful Lake Wolverine, canoeing outpost offers participants a guided tour around hot spots along the lake. This activity replaces the previous afternoon canoe trips due to low water levels on the river and is intended to allow participants optimum canoeing fun.

Prerequisites: Swimmer Classification

Additional Cost: \$15

Location: Consult camp office for pick-up and drop off locations.

Maximum Participants: 20

Notes: Full day canoe trips are still available upon request as long as your troop can provide your own BSA lifeguard. Flexible morning and afternoon hour time slots.

Photography Merit Badge

Intermediate

Photography MB 1 (HA – MW 1&2)
Monday and Wednesday, 9am – 12pm
Photography MB 2 (HA – TR 1&2)
Tuesday and Thursday, 9am – 12pm

Join us on a Photo Safari! Scouts will receive instruction on camera use and picture composition and then embark on a journey where they will attempt to capture the perfect photograph. To finish off the experience, each Scout will have the opportunity to develop his own prints. Scouts can bring their own camera, or use a loaner available at the Outpost. Black and white film is provided.

Prerequisites: None
Additional Cost: \$25
Location: Photography Outpost near Wolverine Handicraft
Maximum Participants: 12

Notes: Color prints can be taken but cannot be developed at camp, and may not count for the badge.

Radio Merit Badge

Intermediate

Radio MB 1 (HA – MW 3&4)
Monday and Wednesday, 2pm – 5pm
Radio MB 2 (HA – TR 3&4)
Tuesday and Thursday, 2pm – 5pm

New to Owasippe in 2012 is Radio Merit Badge. Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

Prerequisites: None
Additional Cost: \$25
Location: Photography Outpost near Wolverine Handicraft
Maximum Participants: 12

Notes:

Theatre Merit Badge

Advanced

Theatre MB (HA – MTWR 3&4)
Monday – Thursday, 2pm – 5pm

Looking for a merit badge to showcase your acting skills? Or, do you have an interest in the “behind the scenes” of theatre production? Theatre Merit Badge offers Scouts an opportunity to do both, as well as exposure to writing, directing, and even trying your hand at theatre make-up and costuming! Located at Camp Reneker, Owasippe’s Family Camp, Scouts will complete their merit badge requirements throughout the week, resulting in a showcase at the end of the week for the Scouting families!

Prerequisites: None
Additional Cost: \$15
Location: Reneker Tent
Maximum Participants: 12

Notes: Participants will be required to participate in a Friday Morning Performance to complete the merit badge. This will start at 9am and conclude by 12noon.

Adult Programs

In addition to our regular camp programs, Owasippe provides some special opportunities for adults. These are in the form of a number of trainings and fun extra programs.

Training Programs

Youth Protection Training

Youth Protection Training
Monday 9:30am – 10:30am

Youth protection training is required for all adult campers at Owasippe Scout Reservation. This important training will instruct you on the signs of child abuse and neglect and the Boy Scout policy on its prevention.

Prerequisites: None
Additional Cost: None
Location: Ad Center Snack Bar
Maximum Participants: N/A

Notes: This is mandatory for any adult who has not shown proof of completing Youth Protection training at check-in.

Troop Committee Challenge

Troop Committee Challenge
Monday – Thursday, 4pm – 5pm

Troop Committee Challenge is the basic training for committee members of a Boy Scout troop. This course teaches basic Troop operations, methods of the Scouting program, and ways to implement the Scouting program in your community.

Prerequisites: None
Additional Cost: \$5
Location: Ad Center Snack Bar
Maximum Participants: N/A

Notes:

Scoutmaster/Assistant Scoutmaster Specific Training

Scoutmaster/Assistant Scoutmaster Specific Training

Monday – Thursday, 2pm – 4pm

Scoutmaster/Assistant Scoutmaster training is the first step to becoming trained as a Boy Scout Leader. This course will teach you the aims and methods of Scouting, basic teaching techniques, and ways to relate to Scouts.

Prerequisites: None

Additional Cost: \$5

Location: Ad Center Snack Bar

Maximum Participants: N/A

Notes: This course can be taken in conjunction with Introduction to Outdoor Leader Skills.

Introduction to Outdoor Leader Skills

Introduction to Outdoor Leader Skills

Monday, 7pm – 9pm, Tuesday 9am – 12pm, Tuesday 7pm – 9pm, Wednesday, 9am – 12pm, Wednesday, 7pm – 8:30pm, Thursday 9am – 1pm, and Thursday, 7pm – 9pm.

The last step in completing basic training for Boy Scout leaders, IOLS will teach you how to implement the Scouting program for youth in the outdoors. You will be able to practice the methods of Scouting while learning basic outdoor skills. These skills include knots and lashings, camp cooking, map and compass, and wood tools.

Prerequisites: Scoutmaster/Assistant Scoutmaster Specific Training

Additional Cost: \$35

Location: Wolverine Pudgy Paradise

Maximum Participants: N/A

Notes: This course can be taken in conjunction with Scoutmaster/Assistant Scoutmaster Specific Training. Each time must be attended to complete the course.

Trek Safely

Trek Safely

By Appointment

Trek Safely is the Boy Scouts of America's recommended procedure for organizing and carrying out outdoor treks that involve Boy Scouts, Varsity Scouts, and Venturers. Trek Safely applies to all types of outdoor experiences that involve trekking, including hiking, backpacking, canoeing, horseback riding, caving, rafting, kayaking, sailing, ski touring, mountain climbing, and mountain biking.

Prerequisites: None

Additional Cost: None

Location: Ad Center

Maximum Participants: N/A

Notes: Contact the High adventure director to make an appointment.

Climb On Safely

Climb On Safely
Monday, 7pm – 9pm

Climb on safely is the Boy Scouts of America's recommended procedure for organizing BSA climbing/rappelling activities for your unit. Completion of Climb On Safely training does not qualify individuals to teach climbing or rappelling skills, rather the training serves as a guide on how to conduct safe climbing and rappelling activities for unit-level outings. By the end of this training you will have the knowledge to organize a climbing/rappelling activity for your unit.

Prerequisites: None
Additional Cost: None
Location: Climbing Tower
Maximum Participants: N/A

Notes:

Safety Afloat

Safety Afloat
Tuesday, 2pm – 3:30pm

Safety Afloat has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Participants will learn what it takes to become the Qualified Supervision for conducting a unit level trip afloat.

Prerequisites: None
Additional Cost: None
Location: Aquatics
Maximum Participants: N/A

Notes: Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, floating in an inner tube, or other craft), adult leaders for such activity must complete Safety Afloat Training, have a commitment card, with them, and be dedicated to full compliance with all nine points of Safety Afloat.

Safe Swim Defense

Safe Swim Defense
Monday, 2pm – 3:30pm

Learn what it takes to conduct a unit-level Aquatic activity. Participants will learn how to become Qualified Supervision and how to effectively implement their plan while conducting an activity.

Prerequisites: None
Additional Cost: None
Location: Aquatics
Maximum Participants: N/A

Notes: Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card with them, and agree to use the eight defenses in this plan.

Aquatics Supervision: Paddle Craft Safety

Advanced

Aquatics Supervision: Paddle Craft Safety (BH – TR 3&4)

Tuesday and Thursday 2pm – 5pm

Float trips are popular Boy Scout activities. *Safety Afloat* awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. *BSA Paddle Craft Safety* expands *Safety Afloat* training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to assess their preparation to supervise paddle craft activities.

Prerequisites: Swimmer Classification, 16 years of age or older.

Additional Cost: None

Location: Aquatics

Maximum Participants: N/A

Notes: This training is open to any registered adult leader, Scout, Venturer, or Explorer. The course takes six hours and is valid for three years.

Aquatics Supervision: Swimming and Water Rescue

Advanced

Aquatics Supervision: Swimming and Water Rescue (BH – MW 3&4)

Monday and Wednesday 2pm – 5pm

Training for *BSA Swimming & Water Rescue* provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by *Safe Swim Defense* training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards.

Prerequisites: Swimmer classification, 16 years of age or older.

Additional Cost: None

Location: Aquatics

Maximum Participants: N/A

Notes: This training is open to any registered adult leader, Scout, Venturer, or Explorer. The course takes approximately six hours and is valid for three years.

Adult High Adventure Programs

Leader COPE

Intermediate

Leader COPE 1 (HA – M 5&6)

Monday, 7pm – 9 pm

Leader COPE 2 (HA – W 5&6)

Wednesday, 7pm – 9 pm

Attention all adult Leaders: Are you tired of watching the Scouts have **all** the fun? Do you wish you were a youth again just so you could try out that awesome High C.O.P.E. stuff? Do you yearn to show those kids a thing or two? If you're suffering from one or more of these symptoms, then you probably contracted a bad case of C.O.P.E.-itis. Luckily, we have the cure: Leader C.O.P.E.! Designed specifically for leaders who might fancy some fun of their own, Leader C.O.P.E. allows adult leaders to bypass the Low C.O.P.E. requirement and have a crack at the High C.O.P.E. course for themselves. Don't want to do the whole course? No problem! We guarantee that every Leader will have a chance to go down the zip line element! Additionally, all participants receive the Project C.O.P.E. t-shirt and patch (so you can brag to all of your friends back home, of course!).

Prerequisites: Participants must be 18 years of age or older.

Additional Cost: \$30

Location: COPE Course

Maximum Participants: 16

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots are preferred. Absolutely no sandals.

Order of the Arrow Program

The Order of the Arrow has been an integral part of Owasippe summer camp program for over 90 years. This summer, Owasippe Lodge #7 will conduct a number of events every week, including Ordeal Inductions, Brotherhood Ceremonies, and an Ice Cream Social at each section camp.

Call-Out Ceremonies

Call-Out Ceremonies will be conducted each week during each section camp's Opening Camp Fire on Sunday evening. Only those candidates whose name appears on the official Owasippe Lodge candidate list or on the official unit's copy of the Unit Election Report can be called out. No exceptions to this rule can be made. Unit Leader's should verify election results prior to camp and notify the Section Camp OA Coordinator on Sunday's leader meeting of the Scouts to be called out. Order of the Arrow elections must be conducted at least two weeks prior to arrival at camp.

Candidates from out-of-council troops attending camp will not be called out unless prior written permission, including the unit number and names of the candidates, is obtained from the home council or lodge. Please bring a copy of this letter with you to camp and turn it in at the Sunday leader's meeting. The Ordeal Induction itself must be done through your local lodge.

Ice Cream Social

All Arrowmen (any lodge), as well as newly called out Ordeal candidates, are welcome and encouraged to attend the Ice Cream Social. The focus of the social is to promote Brotherhood, so come on down and get ready to have a good time. Additionally, eligible Ordeal Candidates may be screened for the Brotherhood at this event. See the evening program section of this manual for more information on time and location.

Registration

Registration for OA induction events must be done on the Owasippe Lodge 2012 summer inductions registration form. Induction fees must be paid prior to induction to the lodge. Unit leaders are responsible for notifying the OA section camp coordinator with a list of Scouts who will complete their Ordeal or Brotherhood at camp by the Wednesday afternoon leaders meeting. Alternatively, a unit may mail pre-registration to the council office or sign up online using the online program sign up process at least two weeks prior to arrival at camp.

Ordeal Induction

Ordeal Induction

Thursday, 8:30 pm – Friday, 7 pm

Ordeal Inductions will take place each week beginning on Thursday evening, continuing through the day on Friday, and culminating in the candidates first OA Banquet early Friday evening. You must complete the summer induction form prior to participating.

Prerequisites: Dooley elected by your troop. Member of the Chicago Area Council

Additional Cost: \$20

Location: Wolverine South Lodge

Maximum Participants: N/A

Notes: Each Ordeal Candidate should bring with them: a ground cloth or tarp, sleeping bag, work clothes, rain gear, complete Scout uniform, toiletries, and any needed medications. Candidates will NOT be able to return to their camp site before the Ordeal and Ceremonies are completed and will need to transfer their meals.

Brotherhood Induction

Brotherhood Induction

Friday, 3pm – 7 pm

Those Ordeal members wishing to seal their membership in the order will have an opportunity to do so at the Brotherhood Ceremonies taking place each Friday afternoon. An Ordeal member must have completed 10 months of service to his unit since the Ordeal and must meet the five challenges of Brotherhood membership. Interested candidates can be screened at the OA ice cream social on Monday if they have not already been screened at their local chapter. Contact the Reservation OA Coordinator or your Section Camp OA Coordinator for more information.

Prerequisites: Ordeal member of the Owasippe Lodge in good standing with 10 months of service and has completed a Brotherhood screening.

Additional Cost: \$16

Location: Ad Center

Notes: The brotherhood induction ends with the OA banquet. All participants should plan on transferring their meals.

Inductions Schedule

Thursday	8:30pm	Ordeal Candidates at Wolverine South Lodge
	9:00pm	Pre-Ordeal Ceremony -- OA Fire bowl at Wolverine
Friday	3:00pm	Brotherhood Candidates Assemble -- Ad Center
	4:00pm	Brotherhood Ceremony -- OA Fire bowl at Camp Wolverine
	5:00pm	Ordeal Ceremony -- OA Fire bowl at Camp Wolverine
	6:00pm	OA Banquet -- Snack Bar at the Ad Center

For Members of the Order of the Arrow

With such a heavy OA program each week, Arrowmen attending camp are encouraged to assist in one or more of the following ways:

- Attend Thursday's Pre-Ordeal ceremony, Friday's Ordeal and Brotherhood Ceremonies, and the OA banquet.
- Serve as an Elangomat for the Ordeal*
- Serve as a Nimat for the Brotherhood
- Assist in Bowl Preparation and fire building during the week.
- Serve as a ceremonialist

Please volunteer and encourage other OA members to as well to help make the OA programs at camp a success. Arrowmen who assist with summer induction activities will be eligible for a limited-edition reward. Members who attend the OA banquet should plan on transferring their meals.

**Elangomat training will take place during lunch on Wednesday at Blackhawk, and during Shoes Off time on Thursday at Wolverine.*

Non Chicago Area Council Units

The national Order of the Arrow does not allow lodges to induct members into the OA from other councils. As such, individuals not registered in the Chicago Area Council and the Owasippe lodge will not be allowed to participate in Ordeal or Brotherhood inductions.

Appendix

Pre-Camp Planner

This form communicates a unit's needs prior to their arrival at camp. Fill this out and send it in two weeks before your arrival at camp.

Information for Parents

This three page handout is an easy way to communicate basic camp information to parents. It includes an equipment checklist for the Scout.

Annual Health and Medical Record

This is the health form required to attend Owasippe Scout Reservation.

Application for Campership

This is the campership application for the Chicago Area Council. It is important to follow the instructions carefully. Campership deadline is May 1st.

Camper Early Release Form

This needs to be filled out for any Scout who will be leaving camp early. Parent or Guardian signature is required.

OSR Equine Activity Release of Liability

This form is required for any person who wishes to ride a horse at Owasippe. It is suggested that each Scout and Leader have a form filled out prior to their arrival at camp whether they think they want to ride a horse ahead of time or not.

Michigan Youth Protection Agreement

This form is required to be filled out and turned in by each adult at check-in.

Background Check Instructions

This document describes the instructions for the child abuse and neglect registry background check required by the State of Michigan. Each adult over the age of 21 should get a copy of this form along with the corresponding background check form for their state of residence.

State of Illinois DCFS Authorization for Background Check

This is the background check form for the state of Illinois.

Vehicles in Camp

This form needs to be filled out and turned in during section camp check-in. It should include every vehicle brought to camp by the unit.

Medications in Camp

This form must be filled out and turned in at med rechecks. This should include both prescription medication and over-the-counter medication.

Sons of Owasippe

This is the order form for the special Sons of Owasippe package. This must be sent in by May 31st to get the special pricing.

Swim Classification Record

This is the necessary form for units that want to complete swim classification tests prior to camp. This form must be turned into the aquatics director at check-in and must include a copy of the test administrator's credentials.

2012 OA Summer Induction Registration

This is the registration form for the Ordeal and Brotherhood induction programs at camp.

Master Schedule

This is the color coded master schedule for programs at Owasippe. The classes and times coincide with the program information described in the manual as well as the online program signup system on the council website.

Scout Program Worksheet

This is the worksheet you should use for program planning. Its use is described in the program planning and online program registration section of the manual.

Directions to Owasippe

This map provides directions to Owasippe.

Maps

These include Owasippe, Blackhawk, and Wolverine.

Pre-Camp Planner

Please complete this form and mail or fax to either the Chicago Area Council or Owasippe Scout Reservation two(2) weeks prior to your arrival at camp.

Chicago Area Council

1218 W. Adams Street,
Chicago, IL 60607
Fax # (312) 421-4725

Owasippe Scout Reservation

9900 Russell Road,
Twin Lake, MI 49457
Fax # (231) 893-6531

NAME: _____ DAYTIME # _____ EVENING # _____
COUNCIL: _____ DISRICT: _____ TROOP: _____
SECTION CAMP: _____ SITE: _____ WEEK OF: _____
YOUTH: _____ ADULTS: _____ EARLY ARRIVAL: _____

Equipment Needs (to be provided by Owasippe)

Please write in the number of Tents and Cots you will need. Also write in any other equipment needs you may have in the space provided.

_____ 7x9 Wall Tents (2 campers per tent)

_____ Cots (1 person per cot)

Food Service

Indicate any special dietary needs you may have in the space provided.

Other Requests

Please write in below any additional requests, special needs, or explanations.

Information for Parents

Welcome

Owasippe Scout Reservation welcomes your Scout to one of the finest Scout Camps in the nation! During his week at camp, he will gain in his ability to live, work, play and cooperate with others, while developing more self-confidence.

Camp Mail

We encourage you to write to your Scout while he is in camp. It takes mail approximately 2-4 days to reach camp so plan accordingly. Packages should only be sent with items of necessity left at home. All deliveries should be addressed as follows: (Be sure to write your son's troop number and campsite name on the envelope.

Your Scout's Name & Troop Number

Name of Section Camp (e.g., Blackhawk, Wolverine)

Site Number

Owasippe Scout Reservation

9900 Russell Road

Twin Lake, MI 49457

Emergency Telephone Service

In event of an emergency during the camping season, you may call the Camp Administration Building at 231-894-4061. Please be prepared to give the Name, Troop Number and Section Camp of the person you are trying to contact.

Medical Care

It is camp policy to notify a camper's parents under the following circumstances:

- Transport to any medical facility for evaluation or treatment, whether by Ambulance or private vehicle
- Refusal of referral to any medical facility for evaluation or treatment
- Overnight stay in the health lodge
- Prolonged Illness or Condition requiring severe limitation of activities or restriction to camp site
- When indicated by parental instructions provided in writing on or attached to the Annual Health and Medical Record
- Discretion of Owasippe Administration

Religious Services

Religious services are offered each week for campers within the camps. The schedule of these services is posted in each camp. Interfaith vesper services are offered during the week within each camp and in

your campsite upon request. In addition, our chaplains are always available for counseling and guidance.

Visitors

Visitors must check-in at the Administration Center. They should indicate who are visiting and how long they plan to stay. A list of commercial accommodations and public campsites near Owasippe can be found by contacting the White Lake Area Chamber of Commerce at 1-231-893-4585.

Guest Meals

Guest meals are available at camp. They must arrange in advance. Guest meals will be charged to the visitor's unit. In the case of non-unit visitors, the guest meal will be charged directly. Guest meal cost is prominently posted in camp.

Annual Health and Medical Record

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant. Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and B are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle, accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

The annual health and medical record is a national BSA form. A copy of this form is in the appendix and can be downloaded from the council website. www.chicagobsa.org

Equipment Checklist

Recommended Equipment

- | | | |
|--|---|---|
| ☐ 1 complete Scout uniform* | ☐ Flashlight | ☐ Sleepwear |
| ☐ Sleeping bag/blankets | ☐ Socks (6 pairs) | ☐ Watch |
| ☐ Scout Handbook | ☐ Plate, bowl, cup | ☐ Mosquito repellent (non-aerosol) |
| ☐ Jacket/Sweatshirt | ☐ Pencil & Notebook | ☐ Jeans/Shorts |
| ☐ Poncho or raincoat | ☐ Shoes (2 pairs) | ☐ T-shirts (6 pairs) |
| ☐ Mosquito netting | ☐ Knife, fork, spoon | ☐ Spending Money |
| ☐ Underwear (6 pairs) | ☐ Toilet articles | ☐ Belt |
| ☐ Swimsuit | ☐ Boots | ☐ Flip Flops or Shower Shoes |
| ☐ Water bottle | ☐ Handkerchief | ☐ Pillow |
| | ☐ Towels | |

*Note: Scout uniforms are highly recommended, however, no Scout is denied admittance to camp because he does not own a uniform.

Optional Equipment

- | | | |
|--|---|--|
| ☐ Extra shorts | ☐ Scout cook kit | ☐ Bible / Prayer Book |
| ☐ Extra Scout t-shirt | ☐ Scout knife | ☐ Fishing gear |
| ☐ Neckerchief | ☐ Scout compass | |
| ☐ Scout pack | ☐ Camera & film | |

Do Not Bring

- | | | |
|--|--|---|
| <ul style="list-style-type: none">• Firearms of any kind• Personal Water Craft• Alcohol or Illegal drugs | <ul style="list-style-type: none">• Paintball guns• Fireworks• Boats• Bikes | <ul style="list-style-type: none">• Pets• Archery Equipment• Aerosol cans• Video Games |
|--|--|---|

Annual Health and Medical Record

(Valid for 12 calendar months)

Policy on Use of the Annual Health and Medical Record

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant. Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and B are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle-accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas. See the FAQs for when this does not apply.

Part D is required to be reviewed by all participants of a high-adventure program at one of the national high-adventure bases and shared with the examining health-care provider before completing Part C.

- **Philmont Scout Ranch.** Participants and guests for Philmont activities that are conducted with limited access to the backcountry, including most Philmont Training Center conferences and family programs, will not require completion of Part C. However, participants should review Part D to understand potential risks inherent at 6,700 feet in elevation in a dry Southwest environment. Please review specific registration information for the activity or event.
- **Northern Tier National High Adventure Base.**
- **Florida National High Adventure Sea Base.** The PADI medical form is also required if scuba diving at this base.

Risk Factors

Based on the vast experience of the medical community, the BSA has identified the following risk factors that may limit your participation in various outdoor adventures.

- Excessive body weight
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on www.scouting.org.

Prescriptions

The taking of prescription medication is the responsibility of the individual taking the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but BSA does not mandate or necessarily encourage the leader to do so. Also, if state laws are more limiting, they must be followed.

Frequently Asked Questions (FAQs)

- Philmont Scout Ranch: www.philmontscoutranch.org or 575-376-2281
- Northern Tier National High Adventure Base: www.ntier.org or 218-365-4811
- Florida National High Adventure Sea Base: www.bsaseabase.org or 305-664-5612
- National Scout Jamboree: www.bsajamboree.org

For frequently asked questions about this Annual Health and Medical Record, see Scouting Safely online at <http://www.scouting.org/scoutsources/HealthandSafety.aspx>. Information about the Health Insurance Portability and Accountability Act (HIPAA) may be found at <http://www.hipaa.org>.



BOY SCOUTS OF AMERICA®

Annual BSA Health and Medical Record

Part A

GENERAL INFORMATION

High-adventure base participants:

Expedition/crew No.: _____
or staff position: _____

Name _____ Date of birth _____ Age _____ Male ☐ Female ☐
Address _____ Grade completed (youth only) _____
City _____ State _____ Zip _____ Phone No. _____
Unit leader _____ Council name/No. _____ Unit No. _____
Social Security No. (optional; may be required by medical facilities for treatment) _____ Religious preference _____
Health/accident insurance company _____ Policy No. _____

ATTACH A PHOTOCOPY OF BOTH SIDES OF INSURANCE CARD. IF FAMILY HAS NO MEDICAL INSURANCE, STATE "NONE."

In case of emergency, notify:

Name _____ Relationship _____
Address _____
Home phone _____ Business phone _____ Cell phone _____
Alternate contact _____ Alternate's phone _____

HEALTH HISTORY

Are you now, or have you ever been treated for any of the following:

Yes	No	Condition	Explain
		Asthma Last attack: _____	
		Diabetes Last HbA1c: _____	
		Hypertension (high blood pressure)	
		Heart disease (e.g., CHF, CAD, MI)	
		Stroke/TIA	
		Lung/respiratory disease	
		Ear/sinus problems	
		Muscular/skeletal condition	
		Menstrual problems (women only)	
		Psychiatric/psychological and emotional difficulties	
		Behavioral disorders (e.g., ADD, ADHD, Asperger syndrome, autism)	
		Bleeding disorders	
		Fainting spells	
		Thyroid disease	
		Kidney disease	
		Sickle cell disease	
		Seizures Last seizure: _____	
		Sleep disorders (e.g., sleep apnea)	Use CPAP: Yes ☐ No ☐
		Abdominal/digestive problems	
		Surgery	
		Serious injury	
		Other	

Allergies or Reaction to:

Medication _____
Food, Plants, or Insect Bites _____

Immunizations:

The following are recommended by the BSA. **Tetanus immunization is required and must have been received within the last 10 years.** If had disease, put "D" and the year. If immunized, check the box and the year received.

Yes	No	Date
☐	☐	Tetanus _____
☐	☐	Pertussis _____
☐	☐	Diphtheria _____
☐	☐	Measles _____
☐	☐	Mumps _____
☐	☐	Rubella _____
☐	☐	Polio _____
☐	☐	Chicken pox _____
☐	☐	Hepatitis A _____
☐	☐	Hepatitis B _____
☐	☐	Influenza _____
☐	☐	Other (i.e., HIB) _____

☐ Exemption to immunizations claimed (form required).

MEDICATIONS

List all medications currently used. (If additional space is needed, please photocopy this part of the health form.) Inhalers and EpiPen information must be included, even if they are for occasional or emergency use only.

(For more information about immunizations, as well as the immunization exemption form, see Scouting Safely on Scouting.org.)

Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____
Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____	Medication _____ Strength _____ Frequency _____ Approximate date started _____ Reason for medication _____

Administration of the above medications is approved by (if required by your state): _____ / _____
Parent/guardian signature and/or MD/DO, NP, or PA signature

Be sure to bring medications in sufficient quantities and the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication.

Emergency contact No.:

Allergies:

DOB:

Full name:

Part B

INFORMED CONSENT AND HOLD HARMLESS/RELEASE AGREEMENT

High-adventure base participants:

Expedition/crew No.: _____
or staff position: _____

I understand that participation in Scouting activities involves a certain degree of risk and can be physically, mentally, and emotionally demanding. I also understand that participation in these activities is entirely voluntary and requires participants to abide by applicable rules and standards of conduct.

In case of an emergency involving me or my child, I understand that every effort will be made to contact the individual listed as the emergency contact person. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

I have carefully considered the risk involved and give consent for myself and/or my child to participate in these activities. I approve the sharing of the information on this form with BSA volunteers and professionals who need to know of medical situations that might require special consideration for the safe conducting of Scouting activities.

I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

☐ Without restrictions.

☐ With special considerations or restrictions (list) _____

TALENT RELEASE AGREEMENT

I hereby assign and grant to the local council and the Boy Scouts of America the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America, and I specifically waive any right to any compensation I may have for any of the foregoing.

☐ Yes ☐ No

ADULTS AUTHORIZED TO TAKE YOUTH TO AND FROM EVENTS:

You must designate at least one adult. Please include a telephone number.

1. Name _____ Telephone _____
2. Name _____ Telephone _____
3. Name _____ Telephone _____

Adults NOT authorized to take youth to and from events:

1. Name _____
2. Name _____
3. Name _____

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity.

If I am participating at Philmont, Philmont Training Center, Northern Tier, or Florida Sea Base: I have also read and understand the risk advisories explained in Part D, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met.
Qeb m^oqf^ fm^kq e^p mbo j fppf l k q l bkd^db fk ^ii efde^*asbkqrob ^`qfsqfbp abp`of_ba) bu`bmq ^p pmb`f«`^iiv k l qba _v j b l o qeb health-care provider.

Participant's name _____

Participant's signature _____ Date _____

Parent/guardian's signature _____ Date _____
(if participant is under the age of 18)

Second parent/guardian signature _____ Date _____
(if required; for example, CA)

This Annual Health and Medical Record is valid for 12 calendar months.

Part B Full name: _____ **DOB:** _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Part C**TO THE EXAMINING HEALTH-CARE PROVIDER** (Certified and licensed physicians [MD, DO], nurse practitioners, and physician's assistants)

You are being asked to certify that this individual has no contraindication for participation in a Scouting experience. For individuals who will be attending a high-adventure program at one of the national high-adventure bases, please refer to Part D for additional information.

(Part D was made available to me. ☐ Yes ☐ No)**PHYSICAL EXAMINATION**Height (inches) _____ Weight (pounds) _____ Maximum weight for height _____ Meets height/weight limits ☐ Yes ☐ No

Blood pressure _____ Pulse _____ Percent body fat (optional) _____

If you exceed the maximum weight for height as explained on this page and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle-accessible roadway, you **will not** be allowed to participate. At the discretion of the medical advisors of the event and/or camp, participation of an individual exceeding the maximum weight for height may be allowed if the body fat percentage measured by the health-care provider is determined to be 20 percent or less for a female or 15 percent or less for a male. (Philmont requires a water-displacement test to be used for this determination.) Please call the event leader and/or camp if you have any questions. Enforcing the height/weight guidelines is strongly encouraged for all other events.

	Normal	Abnormal	Explain Any Abnormalities	Range of Mobility	Normal	Abnormal	Explain Any Abnormalities
Eyes				Knees (both)			
Ears				Ankles (both)			
Nose				Spine			
Throat							
Lungs							
Neurological				Other	Yes	No	
Heart				Contacts			
Abdomen				Dentures			
Genitalia				Braces			
Skin				Inguinal hernia			Explain
Emotional adjustment				Medical equipment (i.e., CPAP, oxygen)			
Tuberculosis (TB) skin test (if required by your state for BSA camp staff) ☐ Negative ☐ Positive							

Allergies (to what agent, type of reaction, treatment): _____**Restrictions** (if none, so state) _____**EXAMINER'S CERTIFICATION**

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant (with noted restrictions above)

True False

- ☐ ☐ Meets height/weight requirements
- ☐ ☐ Does not have uncontrolled heart disease, asthma, or hypertension
- ☐ ☐ Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from their orthopedic surgeon or treating physician
- ☐ ☐ Has no uncontrolled psychiatric disorders
- ☐ ☐ Has had no seizures in the last year
- ☐ ☐ Does not have poorly controlled diabetes
- ☐ ☐ If less than 18 years of age and planning to scuba dive, does not have diabetes, asthma, or seizures

Provider printed name _____

Address _____

City, state, zip _____

Office phone _____

Signature _____

Date _____

Height (inches)	Recommended Weight (lbs)	Allowable Exception	Maximum Acceptance
60	97-138	139-166	166
61	101-143	144-172	172
62	104-148	149-178	178
63	107-152	153-183	183
64	111-157	158-189	189
65	114-162	163-195	195
66	118-167	168-201	201
67	121-172	173-207	207
68	125-178	179-214	214
69	129-185	186-220	220
70	132-188	189-226	226
71	136-194	195-233	233
72	140-199	200-239	239
73	144-205	206-246	246
74	148-210	211-252	252
75	152-216	217-260	260
76	156-222	223-267	267
77	160-228	229-274	274
78	164-234	235-281	281
79 & over	170-240	241-295	295

This table is based on the revised Dietary Guidelines for Americans from the U.S. Dept. of Agriculture and the Dept. of Health & Human Services.

DO NOT WRITE IN THIS BOX

REVIEW FOR CAMP OR SPECIAL ACTIVITY

Reviewed by _____ Date _____

Further approval required ☐ Yes ☐ No Reason _____

By _____ Date _____

Part C Full name: _____

DOB: _____

December 2011

Dear Parent:

The Chicago Area Council wishes to ensure that every youngster registered in the Chicago Area Council will have the opportunity to take part in the benefits of a Cub Scout, Boy Scout, or Venturer camp experience.

We will consider any youth application for Cub Scout Day Camp or any Owasippe Scout Reservation program. **Due to limited campership funds available, your Scouts and his or her Scouting unit must provide at least half of the camp fee.** Factors that are considered include: Financial Need, participation in the Popcorn Sale and earning Camp Cash, and your unit's participation in the annual Friends of Scouting Campaign.

Procedures for applying for a campership are:

1. Verify that the Scout is currently registered and will be rechartered in his/her unit.
2. Complete the campership application form leaving no space blank; The form must be signed by a parent; **incomplete forms will be returned.**
3. Submit the application form to: **Chicago Area Council
Boy Scouts of America
1218 W. Adams Street
Chicago, IL 60607**
4. Campership applications should be submitted by May 1, 2012. Decisions will be made by May 15, 2012. **Only NEW SCOUT applications may be submitted after June 30th.** When available funds are fully allocated, a waiting list will be maintained.

Questions regarding the campership program can be addressed by calling (312) 421-8800, extension 226.

We sincerely hope to see every Scout in one of our camping programs this summer.

Yours in Scouting,

H. Charles Dobbins

H. Charles Dobbins
Scout Executive/CEO

APPLICATION FOR CAMPSHIP
PLEASE PRINT
(Revised December, 2011)

Scout's Name _____ Unit Number _____ District _____

Address _____ City _____ State _____ Zip _____

Age _____ Phone # (____) _____ Rank _____

Scoutmaster name _____:

Camp Attending (Check One):

The Chicago Area Council limits Campership Grants to the amounts below.

_____ Cub Scout Day Camp \$25

_____ Owasippe Boy Scout Camp \$130

_____ Owasippe Manistee Quest \$138

_____ Owasippe Webelos Camp \$105

_____ National Youth Leadership Training (NYLT) \$80

Date of First Day at Camp _____

Amount Requested \$ _____

Camp Cash Earned \$ _____

Family Funds provided \$ _____

Pack/Troop Funds provided \$ _____

Chartered Organization Funds \$ _____

Will his/her parent attend camp as a Leader? Yes _____ No _____

Did the Scout sell popcorn in Fall, 2011? Yes _____ No _____

Household Information

Total Household Income (From all sources including assistance) \$ _____

Total Number of Household Members this income supports _____

Does Any Family Member Receive Any Type of Public Assistance? Yes _____ No _____

If Yes, Type of Assistance: _____

Parent Statement Concerning Campership Need: _____

Parent/Guardian Signature _____

Date: _____

FOR OFFICE USE ONLY

Registration Verification _____

FOS Verification _____ Popcorn Sale Verification _____

Campership Awarded _____

Comments _____

Approval Signature _____

Date: _____

Campers Early Release Form

The Camp Director must be notified in writing from the Parent or Guardian having custody of the Camper, through the Scout Leader in charge of the unit upon Check-in. If a Camper is to be picked up prior to the end of the camping period, this notification must also say who is authorized to pick up the Camper.

Complete this form if any of your Campers need to be released from Camp Early

Unit Number:	Unit Leader:	Camp Site:	
Campers Name:		Phone Number:	
Address:	City:	State:	Zip Code:
Unit Leaders Name:		Phone Number:	
Address:	City:	State:	Zip Code:
Unit Leaders Approval of Release:	Signature:		Date:
Person Camper is to be released to:			
Phone Number:		Address:	
City:	State:	Zip Code:	
Proof of Identification (Government ID) of above Person			
Relationship to Camper:			
Reason For Early Release			
Signature of Parent or Guardian:			Date:
Signature of Camp Director			Date:

This Form Must be Kept on Record in a Permanent File

See Camp Health and Safety No. 19-308 pages 3 and 4 Youth leaving Camp Property

**Owasippe Scout Reservation
Diamond O Ranch
Equine Activity**

RELEASE OF LIABILITY

In consideration of the Owasippe Scout Reservation, Chicago Area Council, Boy Scouts of America, and all affiliated persons, sponsors, volunteers, and groups, collectively referred to as THE EQUINE ACTIVITY SPONSOR, permitting me or the below listed minor child to participate in equine activities, I have reviewed and expressly agree to the terms of this Release of Liability.

My signing of this Release of Liability reflects my understanding and acknowledgement that participating in equine activities involves inherent risks of danger that can result in injury.

By participating in equine activities or by allowing the below listed minor child to participate in equine activities, I expressly accept complete and total responsibility for all risks of injury and injuries related thereto both on and off THE EQUINE ACTIVITY SPONSOR'S property.

My signing of this Release of Liability reflects my understanding and acknowledgement that the EQUINE ACTIVITY SPONSOR is not liable for any injuries to myself or to the below listed minor child resulting from our own negligence or willful or wanton acts, or from the negligent acts of THE EQUINE ACTIVITY SPONSOR.

By signing this Release of Liability, I promise and pledge that I will provide to THE EQUINE ACTIVITY SPONSOR a truthful and complete statement of my equine activity experience or the equine activity experience of the below listed minor child.

By signing this Release of Liability, I expressly agree that at all times while participating in equine activities, I or the below listed minor child will wear an ASTM/SEI certified safety helmet supplied by THE EQUINE ACTIVITY SPONSOR. Failure to wear this safety helmet while participating in equine activities will bar any and all claims against THE EQUINE ACTIVITY SPONSOR for damages arising from the equine activities.

By signing this Release of Liability, I expressly agree to reimburse and indemnify THE EQUINE ACTIVITY SPONSOR for all expenses, costs or legal fees it incurs in enforcing the terms of this Release of Liability. I further agree to reimburse or indemnify THE EQUINE ACTIVITY SPONSOR for all expenses, cost and legal fees it incurs in defending itself against claims of other persons for injuries arising from the negligent or willful and wanton acts of myself or the below listed minor child while participating in equine activities.

By signing this Release of Liability, I expressly acknowledge and agree that Michigan law governs all disputes relating both to the interpretation of

this Release of Liability and to all disputes relating in any way to injuries resulting from participation in equine activities.

WARNING

UNDER THE MICHIGAN EQUINE ACTIVITY LIABILITY ACT, AN EQUINE PROFESSIONAL IS NOT LIABLE FOR AN INJURY TO OR THE DEATH OF A PARTICIPANT IN AN EQUINE ACTIVITY RESULTING FROM AN INHERENT RISK OF THE EQUINE ACTIVITY.

By signing this Release of Liability, I expressly acknowledge that I have reviewed, understand and agree to all aspects of this Release of Liability.

Equine Participant

Signature

Street Address

Date

City, State, Zip

(_____)_____
(Area Code) Phone Number

If the above equine participant is a minor child, under the age of 18 years old, the signature of a parent or legal guardian of the equine participant is required.

By signing this release, I expressly acknowledge that I have reviewed, understand and agree to all aspects of this Release of Liability on behalf of the minor equine participant identified above.

Parent or Legal Guardian

Signature

Street Address

Date

City, State, Zip

(_____)_____
(Area Code) Phone Number

Michigan Youth Protection Agreement

Please read the following State of Michigan Youth Protection Laws and sign below. Thank you!

Pursuant to the provision STATE OF MICHIGAN AND THE BOY SCOUTS OF AMERICA, all leaders at Owasippe are required to report all suspected cases of Child Abuse/Neglect to their Camp Director. They are also to sign a statement that they have knowledge and understanding of the reporting requirements. The Owasippe Scout Reservation recognizes the intent of the Michigan State Law (Public Act #116 of 1973) and Administrative Rules (#113, #115, #119) in its attempt to ensure the health and the general welfare of its campers.

RULE 113

Discipline is the responsibility of the unit leader. If you need help, consult your Commissioner and/or Camp Director. Vandalism or injury to others will not be tolerated. Rule #113 of "Rules for licensing of Children's Camp in the State of Michigan" reads, "A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation and interaction, or be subject to ridicule, threat, corporal punishment, or excessive physical exercise, or excessive restraints by another camper or staff member." HAZING OR INTIATION IS STRICTLY PROHIBITED.

RULE 115

It is mandatory that any staff member or volunteer report to his or her Director any actual or suspected case of Child Abuse or Neglect immediately. The Director shall immediately contact the Camp Director, who if after the investigation he finds abuse or neglect, shall by phone report within 24 hours to the Department of Social Services and file a written report within 72 hours. "THIS IS THE RESPONSIBILITY OF ALL STAFF MEMBERS AND VOLUNTEER LEADERS."

Reporting Procedures:

For abuse taking place in at camp contact a senior camp staff member.

For abuse found in Michigan but taking place in Illinois, call the DCFS hotline, 1-800-252-2873.

RULE 119

Each staff member and volunteer must be alert at all times to each camper's physical state, any observed change should be reported to the Director for appropriate action.

A copy of the Owasippe procedure for reporting suspected cases of Child Abuse/Neglect follows. This outlines the procedures for you reporting suspected cases of Abuse and Neglect.

PROCEDURES FOR REPORTING SUSPECTED CASES OF CHILD ABUSE/NEGLECT

1. All camp personnel shall be aware of and guided by Department of Social Services Rule #113, #115, and #119 as printed above.
2. Any camp personnel having reasonable cause to believe that any camper's with whom they have had direct contact has been subjected to Abuse or Neglect shall immediately report the matter to their Camp Director/Supervisor.
3. The Camp Director/Supervisor may consult with the appropriate personnel, evaluate the case, make a record of the report, and SHALL REPORT the incident to the DIRECTOR.
4. The DIRECTOR shall report the matter by telephone within 24 hours to the Department of Social Service.
5. All reports shall be confirmed in writing to the Department of Social Service within 72 hours of the report.
6. Any leader who makes a report shall cooperate with the assigned investigation agency, including full testimony in any judicial proceeding resulting from such report, as to any evidence of Abuse or Neglect, or the case thereof.

All persons must sign this statement that they have knowledge and understanding of the Child Abuse/Neglect reporting requirements. All leaders and staff are required to report suspected cases of Child Abuse/Neglect per these guidelines.

My signature below verifies that I have knowledge and understanding of the requirement for reporting suspected cases of Child Abuse/Neglect.

NAME _____
(PRINT)

NAME _____
(SIGNED)

CAMP _____

WEEK _____

TROOP # _____

DATE _____

SITE # _____

A personnel record is required to be on file for each staff member, including adult volunteer leaders.

A. Name _____

B. Please identify experience, training and certifications received, with expiration date:

CPR _____

First Aid _____

WSI _____

Camp School _____

BSA Lifeguard _____

Other _____

C. Please list previous camp experience:

D. Special skills, qualifications, or talents:

E. **References: (must not be related)**

I recommend the above-identified individual

1.	_____	_____	_____	_____	_____
	<i>NAME</i>	<i>ADDRESS</i>	<i>CITY, STATE</i>	<i>PHONE</i>	<i>SIGNATURE</i>
2.	_____	_____	_____	_____	_____
	<i>NAME</i>	<i>ADDRESS</i>	<i>CITY, STATE</i>	<i>PHONE</i>	<i>SIGNATURE</i>
3.	_____	_____	_____	_____	_____
	<i>NAME</i>	<i>ADDRESS</i>	<i>CITY, STATE</i>	<i>PHONE</i>	<i>SIGNATURE</i>

Have you been convicted of ANY crimes other than Minor Traffic Violations? _____

If Yes – Explain: _____

Any Infectious Diseases? _____

If Yes – Explain: _____

BSA REGISTRATION UNIT _____ COUNCIL _____ EXPIRATION _____

SIGNED _____ **DATE** _____

Background Check Instructions

The state of Michigan has passed a new law requiring all adults over the age of 21 to be screened against the child abuse and neglect registry in the state of their residence. This should provide you with the information you need to successfully complete this process. It is important to note that you must fill out the form for the state you reside in. Each state has its own form. The Chicago Area Council provides these forms off our website and will keep them as up to date as possible. The forms that are provided on our website will have the agency information already filled out on the form. Please complete the proper form for your state of residence, and please make sure you sign and date it and mail the Background Request where directed on the form.

This does not apply to Reneker Family Camp

Depending on the state, you will receive the response in the mail or it will be mailed directly to the Council Office. In the case where the response is mailed to you, please forward the original along to the Council and retain a copy for your records. The information will be added to your unit file. The address and fax number is as follows:

Chicago Area Council, B.S.A.

Attn: Chris Townsend

1218 W. Adams

Chicago, IL 60607

Or Fax to 312-421-4725.

As of now this will only have to be performed once per person. We will keep the response in your unit file.

If you have any questions, please call the camping department. 312-421-8800 x 226.



Vehicles in Camp	
------------------	--

[illegible]

Medications in Camp	
---------------------	--

[illegible]

Sons of Owasippe

Every year Owasippe produces a commemorative t-shirt and patch set inspired by the sons of chief Owasippe. In addition, we also provide an opportunity to pre-order this set at a discount. To pre order simply fill out the attached form and send it in. Your order will be available for pick up at the main trading post upon your arrival at camp. Please note that the reduced price is only for a limited time.

Special Package Deadline: **May 31st, 2012**

Special Package Price: **\$22**

Package includes one Sons of Owasippe t-shirt and patch. Add \$2 for sizes 3X through 5X.

Sons of Owasippe Package Pre-Order

Special Package Deadline: May 31st, 2012

Special Package Price: \$22

Unit #: _____ Camp: _____ Period: _____

Leader Name: _____ Leader Phone: _____

Indicate # of shirts per size (*adult sizes only*):

Small: _____ Medium: _____ Large: _____ X-Large: _____ 2X-Large: _____

3X-Large(\$24): _____ 4X-Large(\$24): _____ 5X-Large(\$24): _____

Grand Total Packages: _____

Grand Total Enclosed \$: _____

Include a check payable to the **Chicago Area Council, BSA.**

Mail to: Chicago Area Council
Attn: Camping Department
1218 West Adams St.
Chicago, IL 60607

Acct# OSR Summer TP

Swim Classification Record

This form is required by any units who wish to conduct swim classification tests prior to arrival at camp. It must be signed by the swim test administrator and the unit leader and include a copy of the test administrator's credentials. Turn in this form to the aquatics director during check-in. Consult the leader manual for more information on Swim Classification.

Council:

Unit:

Date:

	Full Name (Please Print)	Swim Classification		
		Non-Swimmer	Beginner	Swimmer
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

Test Administrator

Print Name

Signature

Address

City, State, Zip

Phone Number

Email Address

Unit Leader Name (Please Print)

Unit Leader Signature

Master Schedule

Blackhawk

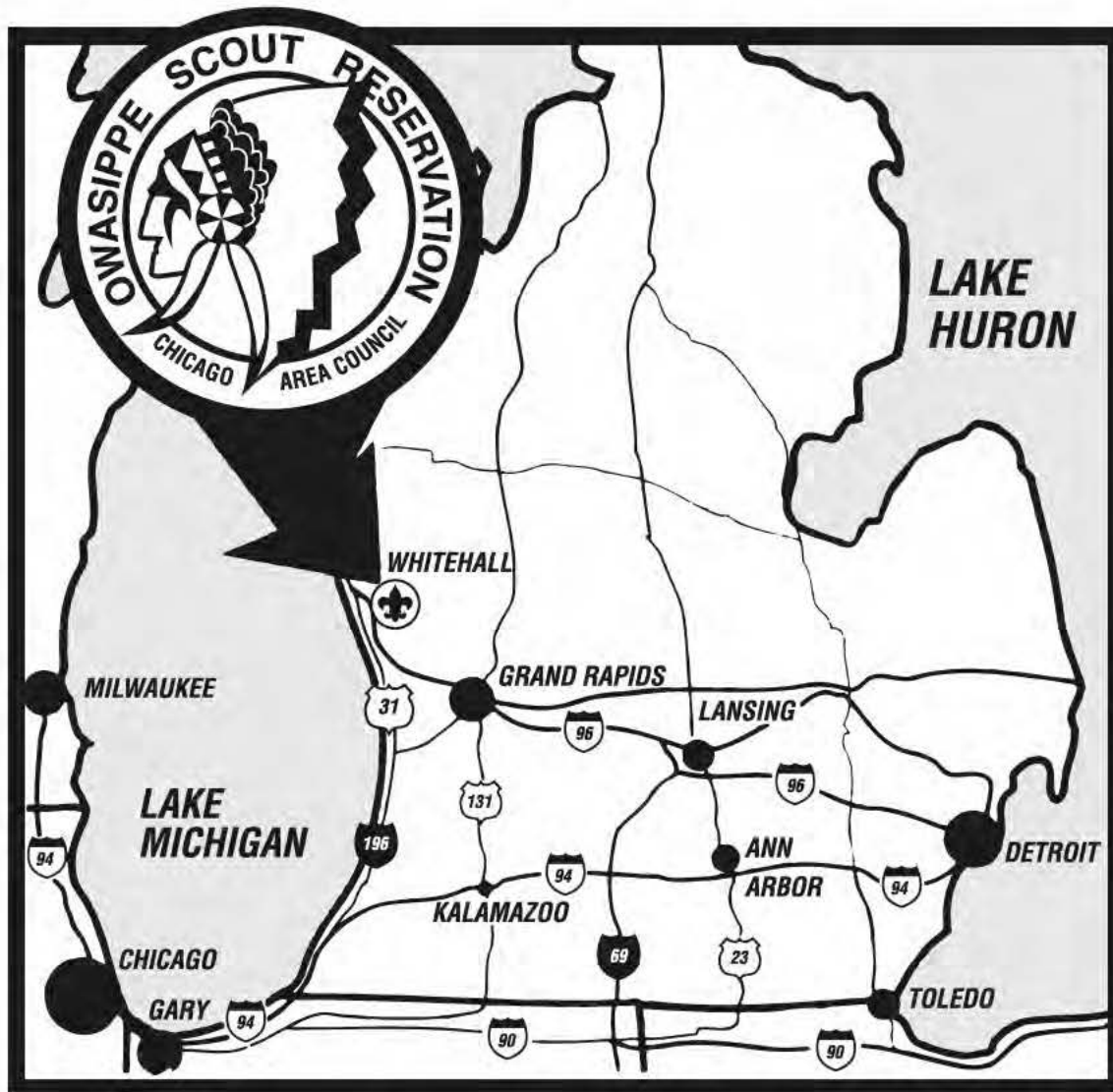
			Pathfinder	Aquatics				Scoutcraft			Nature			Shooting Sports						
M	1	Monday 9:00 - 10:30	Pathfinder (BH - MTWR 1&2)	Lifesaving MB 1 (BH - MW 1&2)	Swimming MB 1 (BH - MW 1&2)	Canoeing MB 1 (BH - MW 1&2)	Rowing MB 1 (BH - MW 1&2)	Pioneering MB 1 (BH - MW 1&2)	Wilderness Survival MB 1 (BH - 1&2)	Emergency Preparedness MB 1 (BH - MW 1&2)	Nature MB 1 (BH MW 1&2)	Environmental Science MB 1 (BH - MW 1&2)	Fish and Wildlife Management MB 1 (BH - MW 1&2)	Archery MB 1 (BH - MW 1&2)	Rifle Shooting MB 1 (BH - MW 1&2)	Shotgun Shooting MB 1 (BH - MW 1&2)				
	2	Monday 10:30 - 12:00																		
	3	Monday 2:00 - 3:30		Open Swimming		Open Boating		Camping MB 1 (BH - MW 3&4)	Cooking MB 1 (BH - MW 3&4)	First Aid MB 1 (BH - MW 3&4)	Soil and Water Conservation MB 1 (BH - MW 3&4)	Fishing MB 1 (BH - MW 3&4)	Mammal Study MB 1 (BH - MW 3)	Open Archery	Open Rifle	Open Shotgun				
	4	Monday 3:30 - 5:00										Geology MB 1 (BH - MW 4)								
	5	Monday 7:00 - 8:00																		
	6	Monday 8:00 - 9:00																		
T	1	Tuesday 9:00 - 10:30	Pathfinder (BH - MTWR 1&2)	Lifesaving MB 2 (BH - TR 1&2)	Swimming MB 2 (BH - TR 1&2)	Canoeing MB 2 (BH - TR 1&2)	Rowing MB 2 (BH - TR 1&2)	Pioneering MB 2 (BH - TR 1&2)	Wilderness survival MB 2 (BH - TR 1&2)	Emergency Preparedness MB 2 (BH - TR 1&2)	Nature MB 2 (BH - TR 1&2)	Environmental Science MB 2 (BH - TR 1&2)	Soil and Water Conservation MB 2 (BH - TR 1&2)	Archery MB 2 (BH - TR 1&2)	Rifle Shooting MB 2 (BH - TR 1&2)	Shotgun Shooting MB 2 (BH - TR 1&2)				
	2	Tuesday 10:30 - 12:00																		
	3	Tuesday 2:00 - 3:30		Open Swimming		Open Boating		Camping MB 2 (BH - TR 3&4)	Cooking MB 2 (BH - TR 3&4)	First Aid MB 2 (BH - TR 3&4)	Fish and Wildlife Management MB 2 (BH - TR 3&4)	Fishing MB 2 (BH - TR 3&4)	Geology MB 2 (BH - TR 3)	Open Archery	Open Rifle	Open Shotgun				
	4	Tuesday 3:30 - 5:00										Mammal Study MB 2 (BH - TR 4)								
	5	Tuesday 7:00 - 8:00																		
	6	Tuesday 8:00 - 9:00																		
W	1	Wednesday 9:00 - 10:30	Pathfinder (BH - MTWR 1&2)	Lifesaving MB 1 (BH - MW 1&2)	Swimming MB 1 (BH - MW 1&2)	Canoeing MB 1 (BH - MW 1&2)	Rowing MB 1 (BH - MW 1&2)	Pioneering MB 1 (BH - MW 1&2)	Wilderness Survival MB 1 (BH - 1&2)	Emergency Preparedness MB 1 (BH - MW 1&2)	Nature MB 1 (BH MW 1&2)	Environmental Science MB 1 (BH - MW 1&2)	Soil and Water Conservation MB 1 (BH - MW 1&2)	Archery MB 1 (BH - MW 1&2)	Rifle Shooting MB 1 (BH - MW 1&2)	Shotgun Shooting MB 1 (BH - MW 1&2)				
	2	Wednesday 10:30 - 12:00																		
	3	Wednesday 2:00 - 3:30		Open Swimming		Open Boating		Camping MB 1 (BH - MW 3&4)	Cooking MB 1 (BH - MW 3&4)	First Aid MB 1 (BH - MW 3&4)	Fish and Wildlife Management MB 1 (BH - MW 3&4)	Fishing MB 1 (BH - MW 3&4)	Mammal Study MB 1 (BH - MW 3)	Open Archery	Open Rifle	Open Shotgun				
	4	Wednesday 3:30 - 5:00										Geology MB 1 (BH - MW 4)								
	5	Wednesday 7:00 - 8:00																		
	6	Wednesday 8:00 - 9:00																		
R	1	Thursday 9:00 - 10:30	Pathfinder (BH - MTWR 1&2)	Lifesaving MB 2 (BH - TR 1&2)	Swimming MB 2 (BH - TR 1&2)	Canoeing MB 2 (BH - TR 1&2)	Rowing MB 2 (BH - TR 1&2)	Pioneering MB 2 (BH - TR 1&2)	Wilderness survival MB 2 (BH - TR 1&2)	Emergency Preparedness MB 2 (BH - TR 1&2)	Nature MB 2 (BH - TR 1&2)	Environmental Science MB 2 (BH - TR 1&2)	Soil and Water Conservation MB 2 (BH - TR 1&2)	Archery MB 2 (BH - TR 1&2)	Rifle Shooting MB 2 (BH - TR 1&2)	Shotgun Shooting MB 2 (BH - TR 1&2)				
	2	Thursday 10:30 - 12:00																		
	3	Thursday 2:00 - 3:30		Open Swimming		Open Boating		Camping MB 2 (BH - TR 3&4)	Cooking MB 2 (BH - TR 3&4)	First Aid MB 2 (BH - TR 3&4)	Fish and Wildlife Management MB 1 (BH - TR 3&4)	Fishing MB 2 (BH - TR 3&4)	Geology MB 2 (BH - TR 3)	Open Archery	Open Rifle	Open Shotgun				
	4	Thursday 3:30 - 5:00										Mammal Study MB 2 (BH - TR 4)								
	5	Thursday 7:00 - 8:00																		
	6	Thursday 8:00 - 9:00																		
				Master Schedule Key:				Monday through Thursday (MTWR)		Monday and Wednesday (MW)		Monday (M)		Tuesday (T)						
				Each Color corresponds with the day or days that each program meets.				Open Program		Tuesday and Thursday (TR)		Wednesday (W)		Thursday (R)						

		Handicraft			High Adventure and Outposts											
M	1	Monday 9:00 - 10:30	Indian Lore MB 1 (BH - MW 1&2)	Basketry MB 1 (BH - MW 1&2)	Leatherworking MB 1 (BH - MW 1&2)	Automotive Maintenance MB (HA - MTWR 1&2)	Water Sports MB 1 (HA - MTWR 1&2)	Motor Boating MB 1 (HA - MW 1&2)	Small Boat Sailing MB 1 (HA - MW 1&2)	Horsemanship MB (HA - MTWR 1&2)	Space Exploration MB 1 (HA - MW 1&2)	COPE 1 (HA - MW 1&2)	Climbing MB 1 (HA - MW 1&2)	Photography MB 1 (HA - MW 1&2)	River Tubing 1 (HA - M 1&2)	Canoeing Outpost 1 (HA - M 1&2)
	2	Monday 10:30 - 12:00														
	3	Monday 2:00 - 3:30	Sculpture MB 1 (BH - MW 3&4)	Basketry MB 2(BH - MW 3&4)	Woodcarving MB 1 (BH MW 3&4)	Theatre MB (HA - MTWR 3&4)	Water Sports MB 2 (HA - MTWR 3&4)	Motor Boating MB 2 (HA - MW 3&4)	Open Sailing 1 (HA - M 3)	Horse Trail Ride 1 (HA - M 3)	Astronomy MB 1 (HA - MW3&4)	COPE 2 (HA - MW 3&4)	Open Climbing 1 (HA - M 3)	Radio MB 1 (HA - MW 3&4)	River Tubing 2 (HA - M 3&4)	Canoeing Outpost 2 (HA - M 3&4)
	4	Monday 3:30 - 5:00							Open Sailing 2 (HA - M 4)	Horse Trail Ride 2 (HA - M 4)			Open Climbing 2 (HA - M 4)			
	5	Monday 7:00 - 8:00					Lake Tubing 1 (HA - M 5)	Fishing Outpost 1 (HA - M 5&6)		Wrangler Outpost 1 (HA - M 5&6)	Star Hike 1 (9:30 pm - 10:30 pm)					
	6	Monday 8:00 - 9:00					Lake Tubing 2 (HA - M 6)									
T	1	Tuesday 9:00 - 10:30	Indian Lore MB 2 (BH - TR 1&2)	Basketry MB 3 (BH - TR 1&2)	Woodcarving MB 2 (BH TR 1&2)	Automotive Maintenance MB (HA - MTWR 1&2)	Water Sports MB 1 (HA - MTWR 1&2)	Motor Boating MB 3 (HA - TR 1&2)	Small Boat Sailing MB 2 (HA - TR 1&2)	Horsemanship MB (HA - MTWR 1&2)	Space Exploration MB 1 (HA - TR 1&2)	COPE 3 (HA - TR 1&2)	Climbing MB 2 (HA - TR 1&2)	Photography MB 2 (HA - TR 1&2)	River Tubing 3 (HA - T 1&2)	Canoeing Outpost 3 (HA - T 1&2)
	2	Tuesday 10:30 - 12:00														
	3	Tuesday 2:00 - 3:30	Sculpture MB 2 (BH - TR 3&4)	Basketry MB 4 (BH - TR 3&4)	Leatherworking MB 2 (BH - TR 3&4)	Theatre MB (HA - MTWR 3&4)	Water Sports MB 2 (HA - MTWR 3&4)	Motor Boating MB 4 (HA - TR 3&4)	Open Sailing 3 (HA - T 3)	Horse Trail Ride 3 (HA - T 3)	Astronomy MB 2 (HA - TR 3&4)	COPE 4 (HA - TR 3&4)	Open Climbing 3 (HA - T 3)	Radio MB 2 (HA - TR 3&4)	River Tubing 4 (HA - T 3&4)	Canoeing Outpost 4 (HA - T 3&4)
	4	Tuesday 3:30 - 5:00							Open Sailing 4 (HA - T 4)	Horse Trail Ride 4 (HA - T 4)			Open Climbing 4 (HA - T 4)			
	5	Tuesday 7:00 - 8:00					Lake Tubing 3 (HA - T 5)	Fishing Outpost 2 (HA - T 5&6)		Wrangler Outpost 2 (HA - T 5&6)						
	6	Tuesday 8:00 - 9:00					Lake Tubing 4 (HA - T 6)									
W	1	Wednesday 9:00 - 10:30	Indian Lore MB 1 (BH - MW 1&2)	Basketry MB 1 (BH - MW 1&2)	Leatherworking MB 1 (BH - MW 1&2)	Automotive Maintenance MB (HA - MTWR 1&2)	Water Sports MB 1 (HA - MTWR 1&2)	Motor Boating MB 1 (HA - MW 1&2)	Small Boat Sailing MB 1 (HA - MW 1&2)	Horsemanship MB (HA - MTWR 1&2)	Space Exploration MB 1 (HA - MW 1&2)	COPE 1 (HA - MW 1&2)	Climbing MB 1 (HA - MW 1&2)	Photography MB 1 (HA - MW 1&2)	River Tubing 5 (HA - W 1&2)	Canoeing Outpost 5 (HA - W 1&2)
	2	Wednesday 10:30 - 12:00														
	3	Wednesday 2:00 - 3:30	Sculpture MB 1 (BH - MW 3&4)	Basketry MB 2(BH - MW 3&4)	Woodcarving MB 1 (BH MW 3&4)	Theatre MB (HA - MTWR 3&4)	Water Sports MB 2 (HA - MTWR 3&4)	Motor Boating MB 2 (HA - MW 3&4)	Open Sailing 5 (HA - W 3)	Horse Trail Ride 5 (HA - W 3)	Astronomy MB 1 (HA - MW 3&4)	COPE 2 (HA - MW 3&4)	Open Climbing 5 (HA - W 3)	Radio MB 1 (HA - MW 3&4)	River Tubing 6 (HA - W 3&4)	Canoeing Outpost 6 (HA - W 3&4)
	4	Wednesday 3:30 - 5:00							Open Sailing 6 (HA - W 4)	Horse Trail Ride 6 (HA - W 4)			Open Climbing 6 (HA - W 4)			
	5	Wednesday 7:00 - 8:00					Lake Tubing 5 (HA - W 5)	Fishing Outpost 3 (HA - W 5&6)		Wrangler Outpost 3 (HA - W 5&6)	Star Hike 2 (9:30 pm - 10:30 pm)					
	6	Wednesday 8:00 - 9:00					Lake Tubing 6 (HA - W 6)									
R	1	Thursday 9:00 - 10:30	Indian Lore MB 2 (BH - TR 1&2)	Basketry MB 3 (BH - TR 1&2)	Woodcarving MB 2 (BH TR 1&2)	Automotive Maintenance MB (HA - MTWR 1&2)	Water Sports MB 1 (HA - MTWR 1&2)	Motor Boating MB 3 (HA - TR 1&2)	Small Boat Sailing MB 2 (HA - TR 1&2)	Horsemanship MB (HA - MTWR 1&2)	Space Exploration MB 1 (HA - TR 1&2)	COPE 3 (HA - TR 1&2)	Climbing MB 2 (HA - TR 1&2)	Photography MB 2 (HA - TR 1&2)	River Tubing 7 (HA - R 1&2)	Canoeing Outpost 7 (HA - R 1&2)
	2	Thursday 10:30 - 12:00														
	3	Thursday 2:00 - 3:30	Sculpture MB 2 (BH - TR 3&4)	Basketry MB 4 (BH - TR 3&4)	Leatherworking MB 2 (BH - TR 3&4)	Theatre MB (HA - MTWR 3&4)	Water Sports MB 2 (HA - MTWR 3&4)	Motor Boating MB 4 (HA - TR 3&4)	Open Sailing 7 (HA - R 3)	Horse Trail Ride 7 (HA - R 3)	Astronomy MB 2 (HA - TR 3&4)	COPE 4 (HA - TR 3&4)	Open Climbing 7 (HA - R 3)	Radio MB 2 (HA - TR 3&4)	River Tubing 8 (HA - R 3&4)	Canoeing Outpost 8 (HA - 4&4)
	4	Thursday 3:30 - 5:00							Open Sailing 8 (HA - R 4)	Horse Trail Ride 8 (HA - R 4)			Open Climbing			

Name	Unit Number
Date	Age
	Swimming Ability

Refer to the Master Schedule for section camp and high adventure programs to choose classes that do not conflict with one another. Choose an alternate course for high adventure (HA) courses as there may be a limited number of spots per class and/or limited number of Scouts/unit allowed. Enter classes with block scheduling codes into the online registration system.

[illegible]



Directions to the Owasisippe Scout Reservation

From Chicago, Wisconsin

I-94 to exit 34 in Michigan; I-196 north to Holland, north on U.S. 31 to Russell Road; go right on Russell Road; and go 7 miles to Reservation.

Michigan & West;

North on U.S. 31 to Russell Road; go right on Russell Road; and go 7 miles to Reservation.

From Indianapolis & South:

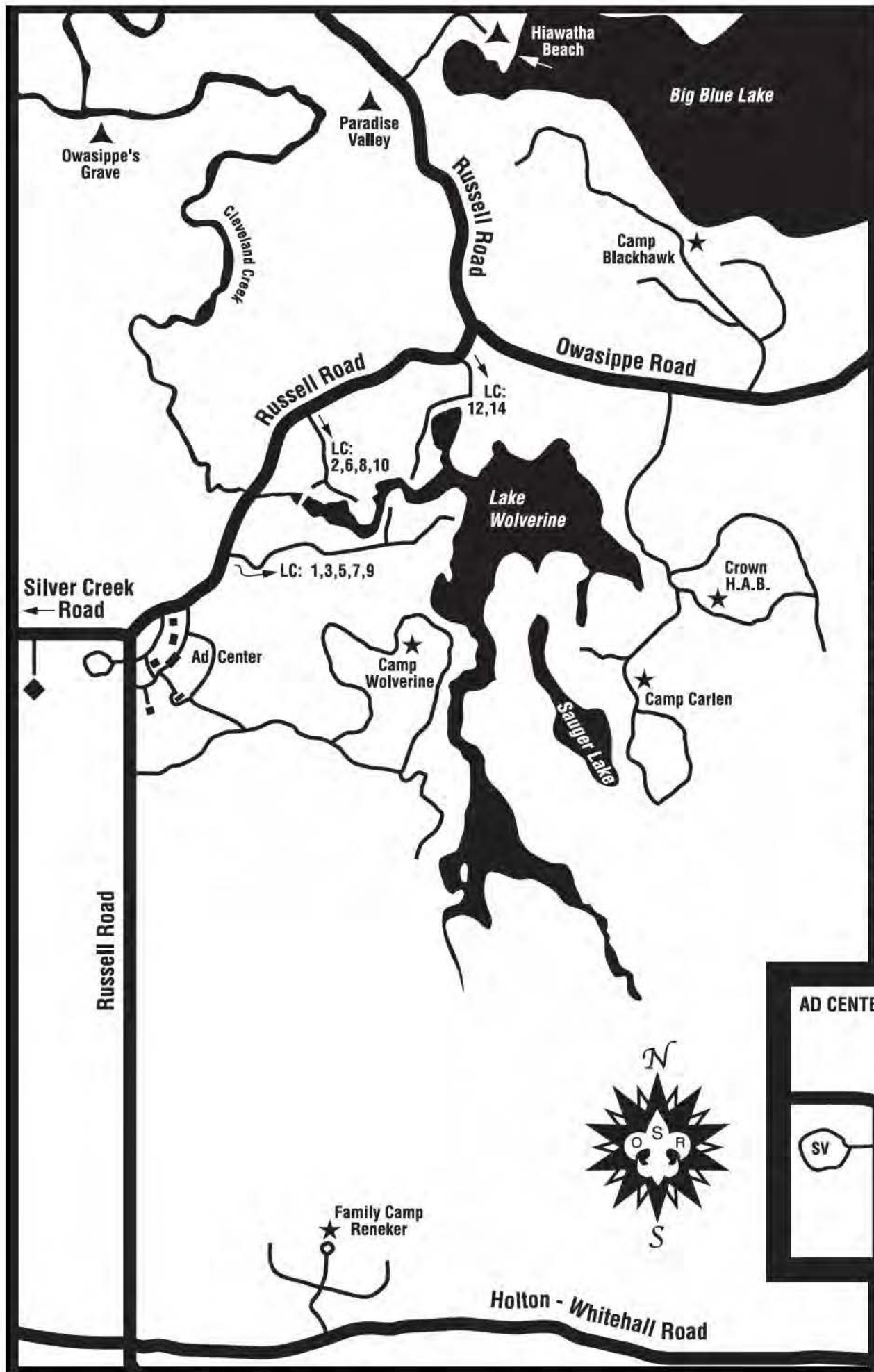
I-69 to I-94; west to U.S. 131; north to Grand Rapids; I-96 to U.S. 31; north on U.S. 31 to Russell Road; go right on Russell Road, and go 7 miles to Reservation.

From Detroit:

I-96 west past Lansing and Grand Rapids to U.S. 31 at Muskegon; U.S. 31 north to Russell Road exit; turn right on Russell Road, and go 7 miles to Reservation.

From Southeast & East:

Any route north to Ohio Toll Road; west to I-69; I-69 North to I-94; I-94 west U.S. 131; follow same route north given from Indianapolis.

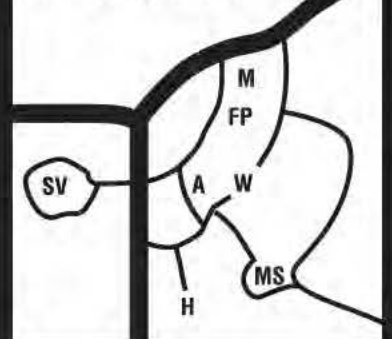


Scale 1 : 22 159
1 in. = approx. 615 yds.

Legend

- Paved Rd.
- Camp Rd.
- ★ Camp Office
- ▲ Landmark
- ◆ Horse Corral
- Lake
- SV Staff Village
- M Museum
- FP Food Prep.
- A Admin. Bldg.
- W Warehouse
- MS Maintenance
- LC Lake Cabin

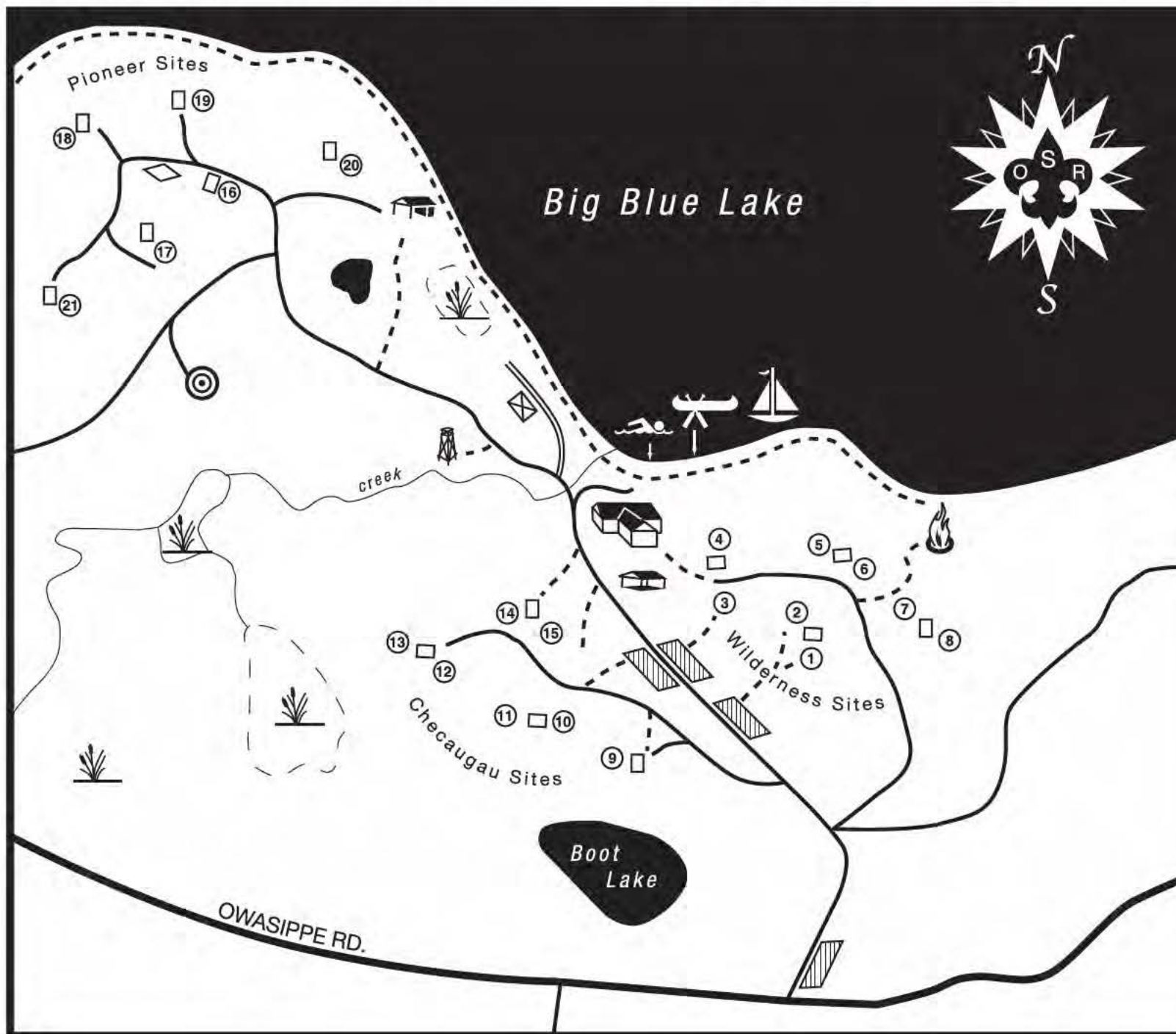
AD CENTER DETAIL



Camp Blackhawk - Owasippe Scout Reservation

200 100 0 100 200 300 400 yards

Scale 1 : 7 040
1 in. = approx. 195 yds.



Legend

- Camp Road
- Trail
- Paved Rd.
- Staff Row
- Parking Lot
- Dining Hall
- Camp Site
- Kybo
- Staff Kybo
- Shower House
- Aquatics
- Boat Docks
- Sailing Base
- Nature Shed
- Shooting Sports
- Craft Village
- Scoutcraft
- Fire Bowl
- Lake
- Marsh
- Creek

Camp Wolverine - Owaspie Scout Reservation

150 100 50 0 75 150 225 300 yards

Scale 1 : 5 217
1 in. = approx. 145 yds.



Legend

- Camp Road
- Trail
- Staff Row
- Ferry
- Parking Lot
- Lodge
- Chapel
- Eco Con
- Scoutcraft
- Craft Village
- Director's Qtrs
- Camp Site
- Kybo
- Staff Kybo
- Pool
- Boat Docks
- Shooting Sports
- Marsh
- Fire Bowl
- Lake

